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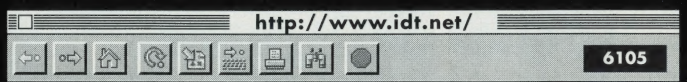

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departments

4.Inside the Underground: You are here.

6.Masthead: We do have names, you know.

8.Contributors: They write, they make art; we let them talk about themselves here.

9.Hyperlink—Letter from the Editors: After one year, we find that the Net didn't kill us. It just made us stronger.

10.E-Mail: Cap'n Crunch lashes out, an Australian lets his imagination run wild and Tiny reveals a skeleton in his closet. Plus: "Deady and Me," an exclusive interview with noted *IU* detractor G.A. Deady.

14.Top Ten of the Net Top Ten: The absolute best sites of 1996 as far as we're concerned.

16.Alt.Culture.Watch: A fumble by the NFL, Jennie Garth does the Bard and American Airlines serves SPAM.

18.Netline: Gangstas on the Web, the Internet sequel and making money fast by clicking on ads.

22.Weirdest of the Web: The absolute weirdest sites of 1996 according to us.

67.403 Forbidden: Lefties of the world unite.

68.Reviews: Imagine spending a year writing a book just to have some lackey at an Internet magazine judge your worth.

70.Flamethrower: Politics as usual.

71.The WebGuide: A complete list of this year's 5-star sites, and just for good measure, some fresh reviews to get you through the holiday season.

81.Web Pages We're Glad We Can't Find: The search engine for chocolate drink lovers.

82.At Large: We spent the whole issue looking back, so leave it to The Rev. Ivan Stang to look forward.

Volume Two. Issue One. December 1996.

28. More Than Love
by Steve Knopper
Courtney, as usual, gets most of the attention (along with most of the cake), but a mix of musicians, from Poe to Bob Mould to Roger McGuinn, also know the difference between a flame war and a Fender Strat.

34. Panels and Frames
by Frank Kurtz
Once hand-inked in paper panels, an increasing number of comics are now showcased in browser frames. Can comics succeed on the Internet?

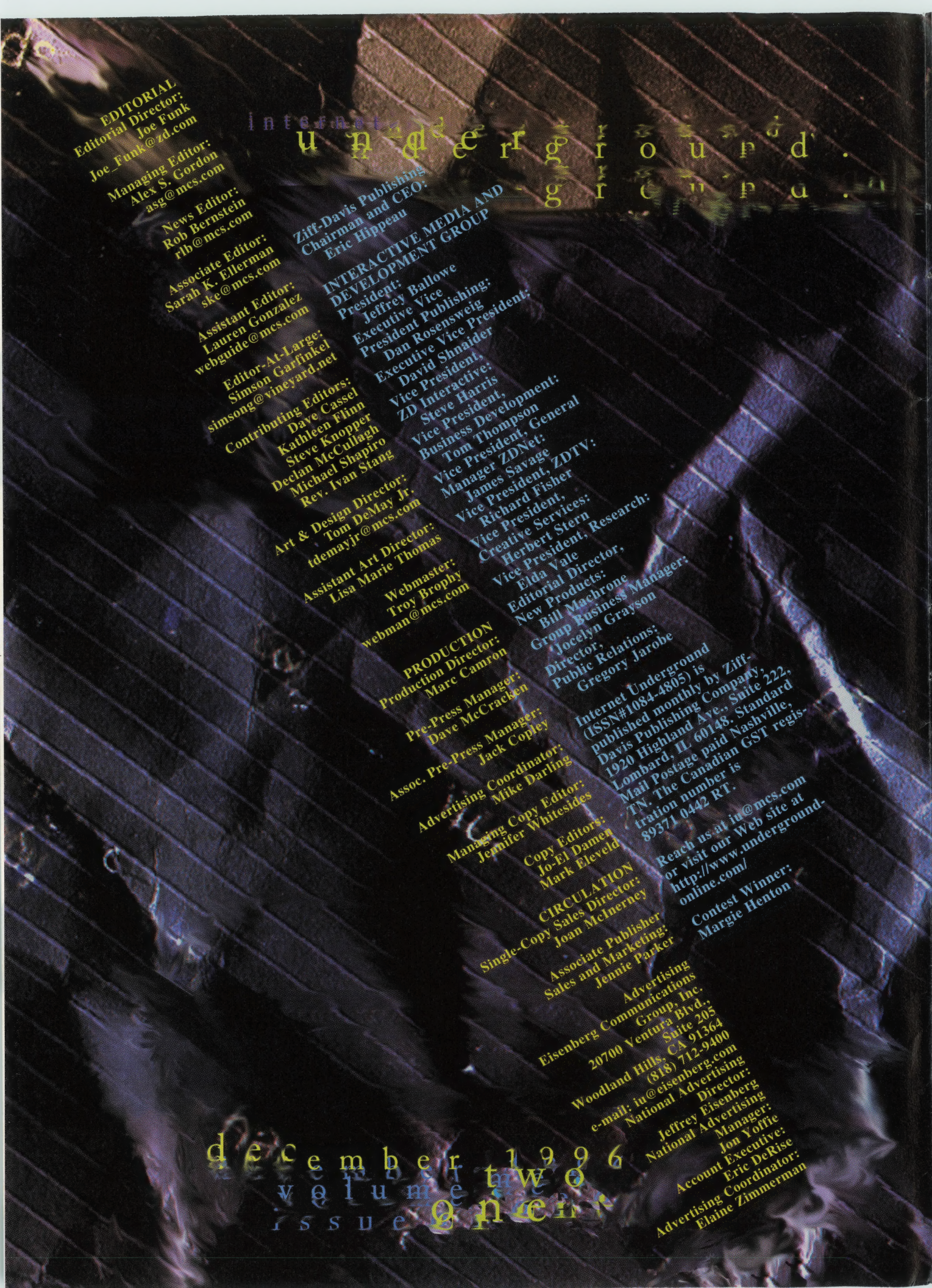
40. The X-Plainable Files
by Jonathan Vankin
UFOs? Big Foot? Government cover-ups? Skeptics toss cold water in the faces of those Netizens who believe.

46. The *IU* 100
Here they are: The 100 most notorious, ridiculous, infamous, ludicrous, egregious, outrageous, humorous, scandalous and plain old wacky events, sites, people and trends on the Internet in 1996 (try saying *that* three times fast).

60. On the Net With...
The Real Kramer
by Alex Gordon
Meet the inspiration for *Seinfeld*'s beloved hipster doofus, real life's Kenny Kramer.

64. FAQ: Brewster's Trillions
by Matt Richtel
Find out why Brewster Kahle is archiving the Internet, one terabyte at a time.

features



internet underground.

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Internet Underground
(ISSN#1084-4805) is
published monthly by Ziff-
Davis Publishing Company,
1920 Highland Ave., Suite 222,
Lombard, IL 60148. Standard
Mail Postage paid Nashville,
TN. The Canadian GST regis-
tration number is
89371 0442 RT.

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guilty parties

M.K. Holder ("The World of Sinistral Subterfuge") is an Affiliated Scientist at the Center for the Integrative Study of Animal Behavior at Indiana University. She has researched handedness for a number of years, and also studies monkeys and apes in East Africa. Holder implores readers *not* to send e-mail asking about handedness; it's far too complicated to explain over e-mail! She is occasionally heard shouting, "Learn to use the LIBRARY!" and worries that the tasty tidbits of "information" found online are neither as reliable nor as comprehensive as student surfers and educators might hope. (**mholder@indiana.edu**)

Art and Design Director **Tom DeMay Jr.** is pretty sure he exists. **(tdemayjr@mcs.net)**

Dave Cassel (The Net 100, AOL Timeline) is a free-lance writer whose work has appeared in the Netly News, Suck, HotWired, and within the pages of several other *IU* competitors. He moderates a mailing list sponsored by aolsucks.org, and he threatened to kill us if we didn't plug his Web page at **http://www.wco.com/~destiny**. Philip Elmer-DeWitt once called him a bozo, and he enjoys making crank phone calls to Gina Smith.

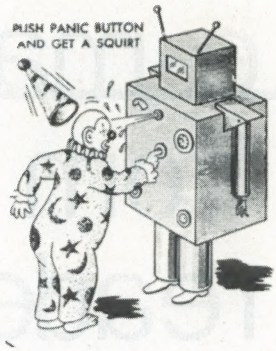
Things about **Steve Knopper** ("More Than Love") you may not already know: born in Madison Heights, Mich.; reared in Livonia, Mich.; was overthrown in a socialist coup while summer editor-in-chief at his college newspaper; has a poster of Abraham Lincoln on his wall; got in trouble at his high school reunion for smuggling rum inside his coat jacket; used to get migraine headaches, which in fact caused him to barf on the principal the first day of high school; and once danced naked with 30 men for a newspaper assignment. (**knopps@suba.com**)

Frank Kurtz ("Panels and Frames") admits to having an unhealthy obsession with all junk culture. Get out of his way if there's a Mexican wrestler on TV, a Japanese giant monster movie playing or a few twisted action figures lying around. Oh, and he likes comic books, too. In fact, Kurtz is known throughout the comics world as that guy who used to edit the Eisner Award-winning *HERO Illustrated* magazine. These days, Kurtz continues to produce his self-published *Creepsville*, a zine made up of half comics and half junk culture. He's also finishing up his very own feature length monster movie that he hopes will at least see the light of the inside of a video store. It's almost hard to believe that the thing he most wanted to be when he grew up was a pitcher for the Chicago Cubs. (**FlinchBx@aol.com**)

Pol Turgeon (art for "The X-Plainable Files") is an illustrator working with publishers and art directors around the global village. Born and living in Montreal, he studied illustration at Concordia University and at the School of Visual Art in New York. His editorial work has appeared in countless publications including *The New York Times*, *GQ*, *Newsweek* and *NewScientist*.

Jonathan Vankin ("The X-Plainable Files") reluctantly accepted the assignment to write about skeptics on the Web, but only after consulting an astrologer, a tarot reader, his personal voodoo priest and an aromatherapist. He has written two books that focus on the growing popularity of conspiracy theories, which tells you something about him but no one's quite sure what. He has been a journalist for about 13 years, plying his trade in such diverse locales as Tokyo, Silicon Valley and Boston. His Web site, "50 Greatest Conspiracies of All Time" is accessible at **http://www.conspire.com** and is filled with many wondrous and amusing things. (**vankin@conspire.com**)

contributors



the requisite letter from the editors

We've spent a year inside this Net.

Our connections churn all day. Eudora heralds a new piece of mail. Netscape dishes up a site. We turn away from the sunlight, stare square into our screens, and click, scroll, dream and think. Then we funnel the output into Quark. Trees die, ink flies, and this magazine comes to life in print.

When we first began work on *Internet Underground*, we were armed only with a three-page outline of what the magazine should be. Then we were set loose to fill up all those blank pages.

Well, we had no problems with the techie stuff. And we're kings of the pop culture reference. Our art directors made fresh and beautiful layouts. Our main problem was: How do we talk about a dynamic medium like the Net, using the static medium of print?

See, there are two kinds of magazines about entertainment. Some will tell you what's going to be on TV. The rest will tell you how bad it sucked. There's really no in-between.

But how to describe the Net? Let's conjugate: It happened, it will happen, it *is happening*.

hyperlink

We're all making history; it is happening, now. It's a rare thing to participate in the birth of a new communications medium. The Net itself keeps slipping away as posts expire, pages get updated and e-mails get trashed. So as 1996 receded, we found ourselves yearning to take that slice of time and quantify it in a way that would stay around forever.

The idea of rounding up cool and superior sites irked us. We're a cynical lot—naughty by nature, sure, but also jaded from our daily examinations of the Net. We considered tallying up the worst sites around—it might be good for a gag. But so often, what's heralded as "worst" is really only mediocre, and where's the fun in picking on the helplessly mediocre? We decided, instead, to heft our guns and take aim at the truly notorious.

What makes for notoriety? News that's overhyped, or pleasingly ironic, like the "Fruitabomber," who learned to build exploding watermelons on the Net. The really grand failures, like when MSNBC had its domain name turned off shortly before its debut. And the triumphs of the little guy against the powers that be—the fact that charges of exporting munitions were dropped against Phil Zimmermann, the philanthropic author of Pretty Good Privacy, comes to mind as an example of extremely *poetic* justice.

Most news, nowadays, consists of deviations from a perceived norm of Spielbergian happiness. (Most Spielberg movies also follow this formula, but that's another story altogether.) These sensations, tragedies and peculiarities are sometimes the only stories the media bothers to comment on. This helps maintain the fiction that our lives are not steeped in chaos.

But the Net is inherently chaotic. It's the unfiltered mish-mash of millions of free-thinking people with something to say—of *course* it's a mess. It's also a joy to behold.

Now, if you're reading this magazine, it's a safe bet that you already appreciate the Net. But you must be aware of the portrait being painted of the Net from the outside. The great unwired imagine a wacky world of bombs and adultery and dirty pictures—a kind of Pleasure Island of gluttony and titillation. Some of the items in the *IU* 100 are there because they contributed to that image. Some are the stories that we printed out and passed around and said, "What a freak! Some people just shouldn't be let *near* a global communications network." But mostly, our whimsical and satirical year-in-review reveals an essential optimism.

or whatever

You're surprised? Laughing at ourselves is a call for improvement, and a prayer for the future.

So, to all the ridiculous trouble-makers out there—AOL, Exon, etc.—thanks for giving us something to make fun of. And **bless your black little hearts** for giving the scattered people of the Net great oppressions and silly injustices to rally around. It didn't kill us.

It just made us stronger.

e-mail: letters from you, the readers.

yes you, <insert name here>,

readers: (noun-pl.) those who read this magazine.

This is how other people have reached us in the past. Your individual results may vary:
e-mail: mailguy@mcs.com
snail: Tiny, the Mailguy
Internet Underground
1920 Highland Ave. #222
Lombard, IL 60148
fax: 630.916.7227 (please note new area code)
On occasion, readers have stopped us in Kappy's as we enjoy an omelette or some such fare. This is usually discouraged.

Unless they're buying.

staple:

Buying Bread From a Man in Brussels

So, exactly who is this "Jason" guy? Why is he writing? Doesn't he have anything better to do than to put more ASCII on poor Tiny's monitor?

(Tiny: And why does he speak of himself in the third person???)

And what's the big idea with the ".au" at the end of the address? Where's that supposed to be? Sun Microsystems, inventors of the AU file format? Waitaminute, I'll go look it up...AusTRAILya? I didn't know they had Internet access 'down unda.' It seems so deserted on TV...

I notice a distinct lack of the ".au" domain on the mail pages. That means that:

a) Some anti-Australian has gone into Tiny's filter settings while he's in the bathroom and set up a filter that deletes any incoming mail from ".au."

b) Australians haven't been buying this magazine because it, until recently, had been more than twice the price of a locally printed mag (good thing you gave the plastic bag the ass).

c) Tiny does not like Australians because they call football "Gridiron" so he deletes the mail himself.

d) Locals have been buying the magazine, but:

1. We have nothing of value to say (especially when there are 30 times more Americans that can say it equally well).

2. Freight by surface mail causes the magazine to be about eight weeks late, so writing achieves about the same as yelling at the TV set.

3. Many of the privacy issues and discussions of imbecile behavior from online service subscribers (i.e., AOL and Prodigy) aren't directly relevant.

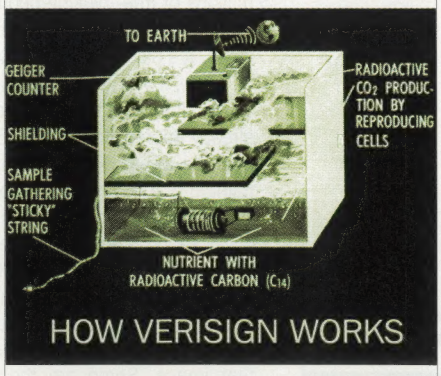
Well, after all that, two real reasons why I like the publication: Simson Garfinkel knows his stuff, and I like getting a small sample of his vast knowledge for $8.95 a month, and Rev. Ivan Stang. Although I miss Mirsky and his bathrobe humor, I recently have become enamored with SubGenius doctrine.

One last thing—"False Positives" (*IU* #8) by the esteemed Mr. Garfinkel was a bit hard to follow. Do you think future articles like this could be accompanied by some slick diagrams like they have in *MacUser*?

Jason
jc@ozonline.com.au

Tiny says: Jason, there's no bias on these pages toward my friends down under. I love Australians. Some of my best friends are Australian. My lawyer and accountant are Australian. I drink Foster's (Australian for Beer!™) and eat at Outback Steakhouse whenever I get a chance. I loved Paul Hogan in Almost an Angel. *And don't get me started on Men At Work.*

As for the slick diagrams you suggested, it turns out that I felt the VeriSign story was a little confusing too, so I produced a slick diagram. But due to a contract snafu, the editors had to pull the slick diagram from the final layout, much to the chagrin of the art department. After I showed them your letter, they're letting me reproduce the diagram we intended to publish here. Hope it helps.



HOW VERISIGN WORKS

He Was Six-Foot-Four And Full Of Muscles

Hey, as an avid reader since issue one, I was pleased to see your review of Chris Grant's world record cycling attempt in Australia (WebGuide, *IU* #8). I have had the pleasure of chatting with Chris in our community chat channel. His goal to raise funds for cancer research by cycling around Australia is a truly righteous cause. His site is another fine example of how the Net can be used to showcase some of the best people using it. I wanted to write in to urge folks to continue to hit his site and continue giving the support he needs to succeed in his world record-breaking adventure. Three cheers to Chris and *Internet Underground*. May you both keep up the good work.

indika@idirect.com

Tiny says: See Jason, I got nothing against Australians or letters about Australia. For the record the URL for Chris Grant's page is **http://www.ace.net.au/cgrant/index.htm/**

Lovecraft's No Cannibal

In October's WebGuide (*IU* #11), you positioned a photograph of H.P. Lovecraft incorrectly next to the description of the Killers and Cannibals Web site, instead of alongside the listing of the H.P. Lovecraft Archive site.

While the content of Lovecraft's writing might well earn him a place with the others, the genteel Lovecraft would have been shocked at such an inclusion.

Terry
terry.obrien@genie.com

Barney or Betty?

As Gloria Mitchell noted in her article "A Social Disease" (*IU* #11), it isn't hard to be a beautiful girl online, especially in a graphic-based chat area like the Palace. However, just like in the "real world," it is often very hard to be an interesting beautiful girl. As an example, one of my avatars is a full-body image of Alicia Silverstone's character in the film *Clueless*. The usual result of her appearance, is that the local horndog squad drag their avatars on top of her and bounce up and down. After a few moments of no response to private messages, they get bored and drift off.

One class of images I have discovered always gets a sustained and interesting response is transvestites. RuPaul always gets dozens more responses than Alicia or Pam Anderson, of course with a wider range of reac-

staple:

Deady and Me:

THE END OF THE DEADY WATCH

Regular readers have grown to relish our monthly feature, "The Deady Watch." For the uninformed, the Watch was instituted last January after Mr. G.A. Deady of Columbus, Ohio, sent us our first, and to this day, most biting negative letter. In particular, Mr. Deady issued this chilling portent: "I give the magazine six months." Taking his prediction as a call to arms, we implemented the Watch as a means for our readers to keep track of the months. When we surpassed the six month mark, we decided to continue the Watch as a reminder of where we've been and where we're going.

This being our 13th issue and the first installment of Volume II, we've made a decision to discontinue the Deady Watch, but not without giving its loyal followers a final treat: an exclusive interview with the man himself, Mr. G.A. Deady.

In preparation for the big interview, we refunded Mr. Deady's money (he asked for a refund in his original letter), gave him an *IU* T-shirt and sent him some of the newer issues of *IU*. Then, hoping his stern demeanor would be warmed by the graft, we had intrepid news editor Rob Bernstein call Mr. Deady at home. He filed this report:

G.A. Deady (pronounced deedy) is just plain "Al" to his friends. The "G" in his name stands for just G. He's retired and accesses the Net via an IBM 486/100 with a dot matrix printer.

What do you think of our latest issues?
"It's a big improvement over the first one I think. In looking through it, I realized that your magazine is aimed at a younger group of people...It's still not attractive to me."

Of all the things you disliked about IU when you purchased it, what did you dislike most?
"The biggest thing I didn't like about *Internet Underground* was that it was polywrapped. If I had a chance to look through the magazine, I wouldn't have bought it."

What Internet-related magazines do you like?
"I like your sister magazine *Yahoo! Internet Life*. And *Computer Shopper*."

How did you get involved with the Internet?
"My wife is a lecturer at Ohio State University and through there, using e-mail, I just got into being online."

What kind of content have you been checking out online?
"I check out the various newspapers, art museums, antique stuff and other types of things."

What will you do with the $5 we refunded you?
"Well, I don't know. It came out of my own spending money, so I'll put it back in and see where it goes."

Thanks for being such a good sport. Any final words for IU?
"One last thing. I think it's time to stop the Deady Watch...I'm glad to see your magazine made it past six months. I hate to see anybody go belly up."

tions. The point is, that being provocative will always get you further than just looking pretty.

No matter what your avatar looks like, if you want to go beyond instant attention and the thrill of cyber sweathogs offering to lick your pixels, you need to work on your conversational skills, and at least pretend you want to know something about the other person. As Werner Erhardt may have said once, people forget people who are interesting, but they remember those who are interested.

David McGrath
dmpw@water.net

Tiny says: Thanks for the gender bending advice David. I can relate to your stories of being pounced on in chat rooms. My Palace avatar is a full-body image of Bea Arthur.

Looking for Mr. Bill

I know that you will be surprised from getting an e-mail message from someone unknown previously to you. This is Abdullah Harban from Jeddah, Saudi Arabia.

I got your address from your magazine and I am in need of the e-mail and personal fax address of Mr. BILL GATES (President of Microsoft Company) if available at your end. Thanks.

Abdullah Harban
75537.1724@compuserve.com
Jeddah, Saudi Arabia

Tiny says: Gee Abdullah, I'd love to help, but I just lost my FiloFax and that's where I had all of my addresses and phone numbers (not just Bill Gates, but Bill Clinton, the Pope, Bruce Campbell and several of my other close personal friends). If you're trying to figure out why you can't make something bold in Word 6.0, you probably want tech support, not Bill himself. But either way, I think your best bet is to go through Microsoft, not us. In fact, Microsoft has an extensive Web site at **www.microsoft.com** *and I'm guessing that you'll probably be able to find the information you're looking for there.*

Her Brain Bled and Her Toes Curled

Dear wonderful and cuddly staff,

I am writing what is my first online letter to rave. I love your magazine and had to let you know. I am fairly new to surfing the Internet, and adore your articles. You're so fun. I tried reading a few "competitors" and it made my brain bleed. Not to mention my toes curl and I think my dog may have even started howling.

I wanted to compliment you on your article "A Social Disease" (by Gloria Mitchell, *IU* #11). I started my introduction to the Internet through AOL. I found after five months that it was a truly wonderful way to meet people that were not only fun, but also bizarre, wonderful and loving. I have made some friends through AOL that I will cherish forever—male and female. However, my husband (being somewhat of a Luddite) decided that my "fantasy" friends were not worth my time and canceled my AOL account. I was distraught, but, it was not worth ending a marriage over. I enjoyed how your article explained that it is not all perverse. I have worked for the same company eight years. I know all of my neighbors and they're great. But, the conversations tend to be the same. I loved meeting people and discussing their lives and work and interests. There was nothing bad about it. So, thank you for that article. I'm sure I'll show it to my husband and he'll grunt. But, it was a great read. I now have a normal account and use Netscape. However, I opened a new AOL account and still keep in touch with my AOL friends—when we're not on the phone.

Thank you for the wonderful and fun magazine. Can I become a lifetime member?!?! And, if you do come up with the *Internet Underground* religion suggested in your past fan mail, lemme know! I have a boat!!

Hugs and kisses,

Lorraine Arbuckle
larbuckl@sprynet.com
TileDiva@aol.com (snicker)

Greetings from Bonelick, Utah

Hello there!

I was looking at your magazine, and read the Bruce Campbell interview ("On the Net With...," *IU* #11) with great interest, and was so excited, because with him being mine and my girlfriend's favorite actor, we had hoped for a chance to write him via e-mail. But his address was not published. We have searched all over trying to find it, and as he said in the interview he has no qualms about giving it out, I was hoping maybe you folks could write back, and inform us of it. It would be greatly appreciated!

A new fan of your magazine,

Jeff Ruth
eo781@cleveland.freenet.edu

Tiny says: I got some good news and bad news for you Jeff. The bad news is that since the article was published, Bruce and his people have decided to stop distributing his e-mail address. The good news is that you can write to me and I'll forward your letter to Bruce.

Suspected Sanitation

Tiny:

Why is your e-mail address NOT included in your column in the October issue of *Internet Underground*??? Have those money-hungry *#@!! at Ziff-Davis issued an ultimatum that your excellent e-mail column is to be terminated? Hang in there, Tiny.

Remember the famous Latin motto: "Illigimatae non carborundum est!" (Translation: "Don't let the bastards grind you down!")

Jack Foster
retsofj@northlink.com

P.S: I love *IU*, but I have already detected some symptoms of "standardization" in the October issue. KEEP IT WILD AND UNCENSORED!

Tiny says: Jack, I can't for the life of me tell you why my e-mail address was not on the letters page in October, but bet you me, I'm going to start asking some questions. I can guarantee you it was not some ominous cost-cutting sign as you seem to imply. You see, I work at IU for free as a condition of my early release. Well, you know I really don't want to rehash that whole story. Just suffice it to say, this neighbor asked me if I could sit his cat and next thing I know I've got 50 FBI agents surrounding my apartment building.

As for the feeling you have that the October issue had some symptoms of standardization, you must be referring to our new policy of ending sentences with punctuation marks. The editors decided that you, the readers, needed more of a visual cue as to where one sentence ended and a new one began, (much to the chagrin of the art department). So in addition to continuing the use of capital letters, you'll notice that all sentences in IU now end with either a period, a question mark or a exclamation point.

Bulls-eye

The article "Searching for the Right Target" (by Simson Garfinkel, *IU* #11) really hit the spot. As an AOL refugee new to the real Net, I've spent many uncounted hours over the past month browsing with my trusty Netscape. This past weekend it occurred to me that advertising on the Net, right now, is very chaotic. The various schemes used are bewildering to say the least. Your article put the subject into focus for me. I'm looking forward to parts II and III *(Eds. Note: Part II of the series "Carnival of Cash" which focused on digital payment systems ran in last month's IU and Part III focusing on online commerce will run next month)*. This is important to all Net users, and me in particular. I have been considering Net advertising, but am "lost in space" as to where and how.

Keep up the good work.

Floyd Stephens
turbo17930@earthlink.net

A Word From The Cap'n

A few months ago, I was contacted by Steve Knopper who wanted to interview me for an article in the *Internet Underground* zine. This came shortly after my invitation to be the guest of the Art Bell talk show on the radio, which was a mixed blessing and may have targeted me for the recent mail bombings.

After several e-mail exchanges, I agreed to do the interview under certain conditions. One being that the subject (of the article) was to focus on my Internet-related activities, like my Web site business, and the stories I wrote about my past, as well as the usual historical past that got me all the past notoriety. Another of the conditions was that Steve was to go to a rave with me, and learn first hand about PLUR (Peace, Love, Unity and Respect), and that raves are a lot more than just all night dance parties where people take Ecstasy and Acid and dance all night.

During Steve's visit, he was to spend a weekend with me, learning a typical day in my life and write about it. As usual, with me, nothing ever turns out as planned. This weekend for me was the typical dual all-nighter, where I was to go out Friday night, meet with Steve on Saturday morning, hang out all day, while he asked me numerous questions with no pre-existing conditions, as long as his writings didn't portray me as being someone I'm not.

I had just started up "WebCrunchers," with Claudia, being my partner and administrative assistant. I had just put out a lot of money for setting up my business, with the Internet classes, and Web site ads, giving out my e-mail address so those local businesses can contact me for services.

Steve met me at the designated spot, a coffee shop in Mill Valley, a yuppie town where a lot of famous authors, musicians and poets hang out and schmooze. We talked a while, laying down the groundwork and the earlier phases of my life, where I introduced Steve to a few of my friends. After coffee, we headed over to Sausalito, where I often go to connect my laptop (which is NOT beat up, by the way) to the courtesy phone to check my e-mail.

At this time, I was for all intents and purposes, homeless, but by my OWN choosing, biding my time, until I can get my OWN business off the ground. I usually stayed up at the PanToll Campground at the transit camp, where traveling backpackers usually settle in for the evening. I chose this spot for its unusually warm, balmy evenings, and wonderful natural surroundings.

At Kinko's (which was NOT located in Mill Valley as Steve wrote), I discovered that I had about 4,000 mail messages from heaps of "majordomos" all over the Internet. I promptly moved my .inbox over into another file and called the WELL's system admin to report the incident, and saved all the messages. The WELL eventually put me in contact with the SysAdmin who wrote a shell program to "Unsubscribe" me to all the mailing lists, and I de-activated my e-mail address and ran a "Vacation" program to send messages to all mailing lists that I was "mailbombed," asking users to have me removed.

This took about 2-3 hours of focused energy, while Steve just had to hang around while I dealt with it. Later on, we moseyed back to Mill Valley and continued the interview and learned that the entire West Coast was blacked out in a power failure.

That evening, I was to go to yet another kick-ass rave, and Steve, as per our agreement, was also to have attended. I had already been awake the previous evening at the Friday night rave, and without sleep, was prepared for the second all-nighter with Steve.

We were to call Steve that evening, pick him up and take him to the rave. Also that evening, a friend I had met in Australia, was to join us, but Steve copped out and said he was too tired to go.

The next day, I wanted to give Steve some additional information he agreed to include in the article, but Steve was more interested in hanging out with his girlfriend and never took down this information, which never wound up in the article.

I also learned that Steve was in very close contact with this Johnny Xaotic dude who took responsibility for the "bombings." It almost seemed like this incident was "set up in advance," because Steve had talked to me at length about how Johnny was so disrespectful to me, based on my knowledge, or lack thereof, of "current" hacking techniques and methods.

About a month ago, I get notice of a major dis'ing taking place on the "dc-stuff" mailing list, so I joined as a lurker to find out what's going on. I find the usual immature discussion of elitism among the participants, and a Daniel Saito wrote back to me, and I quote:

"Give you one choice: We will harass your ass until you leave the scene (i.e. no more interviews, no more public s*** saying that you were a "has been") then, of course, we have no reason to kick your ass...Of course, if you continue...then of course, we will make your life a living f***** hell."

A few weeks before the dc-stuff flames were discovered, I was invited to attend the DefCon hackers convention in Las Vegas, which I politely turned down. I actually wasn't invited by the people putting it on, but rather from another person that wanted me to attend. Flames erupted on the "dc-stuff" mailing list as to whether I should attend, but in the end, I made up my mind to distance myself from hacking for a number of reasons which I'll let you use your OWN imagination to figure them out.

So, I'll let you draw your OWN conclusions from people like this, and the general nature of these so called "elitist" hackers.

Steve Knopper, apparently has been in touch with Johnny long before he approached me with this interview, but it seems strange that I would get attacked at exactly the same day he arrives to interview me. I think this is probably pure coincidence, because others were also mail-bombed, but I'm not sure it took place at the same time.

I agreed that Steve could write about the so called "Hacker war" against me, but to also include other more interesting professional things, I wanted to see included in the article. I was appalled to learn after reading it, that the article was focused entirely on the hacker war.

Now, I want to point out a few more mistakes, because Steve has reneged on yet ANOTHER condition of the interview, and that was, I would have been given a chance to check it out for mis-statements, and incorrect facts, which there are many. I'll point these out now.

Detailed items I want to correct...

*On homelessness: He conveniently failed to mention that I was homeless due to my OWN choosing, and was really "on the road," traveling around for the summer. The way it was written, gives the impression that I'm a bum.

*Page 32: He writes, "frantically tries to delete the offending e-mails." That's not true. I was transferring them for later analysis. True, I was a bit perturbed, primarily because of the disruption this would cause me in my business.

*Page 33: He writes, "And to interview Draper, Art Bell, a nationally syndicated radio talk-show host, crouched on a foam mattress inside a campground restroom." Totally inaccurate, and clearly a mistake in the way he transcribed the audio tape. He obviously wasn't very careful in the way he took down the transcription on the tape, as if Steve was probably momentarily distracted and came back to transcribe it without rewinding the tape to verify the "flow of narration," and left things out of context, as he skipped a lot of stuff. I would have pointed this out, if he had stuck to his agreement.

I was actually sitting on a foam mattress next to the pay phone, talking to Art Bell, which was on the side of the Ranger station at Pantoll Campground. Not anywhere near any restroom. Sheesh! it makes me out to be a "real bum"—sleeping in restrooms.

Page 35: Left column of text, fourth paragraph towards the middle—In reference to my working for a reputable software company in Sausalito, he writes: "Draper says he began irritating his cigar-smoking supervisor, (who he demanded not smoke in the office)" is way out of context, and has no relevance to my work in Sausalito, but instead was part of the interview (which he left out of the article) where I talked about my early days at Apple.

It's quite ironic that Johnny claims in his manifesto, his dislike for journalists, and yet is talking extensively with Steve Knopper in more than casual instances. And yet one of the reasons why I was "mail-bombed" was because I was giving hackers a bad name. "Look who's talking, Johnny!" Your mailbombing actions are certainly giving hackers a bad name, causing loss of business, denial of services and other disruptions.

John Draper
(a.k.a. Cap'n Crunch)

Steve Knopper responds: First, I apologize for the two factual errors about the "restroom interview" and the cigar-smoking supervisor; for the record, I didn't use a tape recorder and must have misread my notes. Second, Draper's allegation that I knew about the mail-bomb attack beforehand is untrue and unfounded. Finally, I never promise sources they can read articles before they go into print, and didn't agree to this unprofessional journalistic practice in Draper's case.

#1 Computer Virus Myths

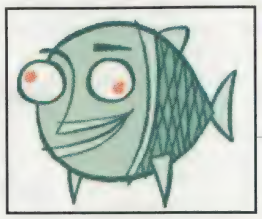
http://kumite.com/myths/

About once a month, someone distributes an interoffice e-mail about a dreaded computer virus that's threatening to destroy our hard drives. If you're as sick as we are about hearing these ominous warnings, get the straight dope about computer viruses by visiting this magnificent site. Ron Rosenberger, an internationally recognized virus expert, has compiled a storehouse of virus information, which basically debunks every story you've ever heard about viruses, including the oft-repeated "Good Times" hoax and this year's flavor, the Hare virus. While we're still not ready to disable Norton on our computers, after poring over all the goods at this site, we feel a lot safer about downloading mysterious files from the Net.

#2 suck

http://www.suck.com

In a little over a year, suck has evolved from a clandestine site put up by two Hotwired staffers in their limited free time to a full-blown commercial site owned by Hotwired...with actual paid employees! What hasn't changed, despite the increased budget, are the daily doses of cynical, subversive and snide commentary—while not always on the mark, when they do hit their target, they hit hard. The new-and-improved suck also doubles your pleasure with rotating regular features like "Zero Baud," a weekly essay on the unplugged and "net.moguls," hilariously rendered virtual trading cards of Net tycoons. This is one of the more obvious choices in our Top Ten, but we admire the way that the sucksters have been able to maintain their indie cred despite selling out to the man.



TOP 10 of the NET TOP TEN

#3 The Abandoned Missile Base VR Tour

http://www.xvt.com/users/kevink/silo/silo.html

Love to explore dangerous and forbidden places, but hate the prospect of grave bodily harm or breaking federal laws? Let Kevin Kelm and Dave Rodenbaugh do it for you, then. Through the pair's photos and narrative, you can take a virtual tour of an entire abandoned missile complex. Investigate the base, tunnel by tunnel, walking past corridors of graffiti-strewn concrete, bent rusted metal and forbidding pools of murky water. Even though the base is decommissioned and completely deserted, there's something oddly captivating about the site—as if just around the next corner you're going to stumble upon the evidence of secret alien experiments or some other Mulderesque discovery.

#4 Church of the SubGenius

http://sunsite.unc.edu/subgenius/

For those who live a life of slack, or desire to, it's time to introduce yourself to "Bob." Who is "Bob?" He is the devout headman of the Church of the SubGenius, a cult of slack, "a bogus religion that...condone[s] superior degeneracy." What will you find within this Church's walls? Photo essays on LEGO monsters, rants on slackdom, the Stark Fist of Removal, bizarre video downloads, an invitation to sing along with "Bob" until your throat bleeds and assorted items of sacrilege. The Church and its twisted page is over a thousand followers strong and still growing. Praise "Bob!"

#5 WWWF Grudgematch

http://www.cheme.cornell.edu/~slevine/

Sit ringside and watch the greatest bouts of our time: Mr. T versus Mr. Clean, King Midas versus the Grim Reaper and a Rottweiler versus a Rottweiler's weight in Chihuahuas. At the WWWF, almost anyone and anything can duke it out. While it might seem that this page's gimmicky idea would fade fast, it just manages to get cleverer and cleverer with time. Netizens count the punches and make their vote (the best entry explanations are also posted to the site). We're still waiting for Space Ghost versus Thundarr the Barbarian.

#6 Blue Dot

http://www.razorfish.com/bluedot

The Web is crawling with e-zines and artist collectives, so what makes Blue Dot so special? This medley of poetry, art, articles, photography and just about any other artistic medium that can be expressed in binary code, is the electronic equivalent of Rudolph, that reindeer, leading others with his glowing nose. Blue Dot is never predictable and is always entertaining. New York-based Razorfish online production house is responsible for this site that introduces itself as, "ever evolving converging growing changing slipping dripping interacting jamming experiencing rocking feeling expanding sliding wandering ingesting snoozing enjoying hunting vibrating pushing gathering absorbing rotating pulling breathing." We experience all but snoozing every time we visit this site.

#7 Mad Science

http://www.ftech.net/%7Emadsite/index.shtml

Intrigued by the wasp consciousness? Wondering, can men be lesbians? Ever thought about the "Meaning Of The Concept Ultimate In The Phrase Ultimate Weapon?" Us too. The 1st International Conference on Mad Science Web site inspired us from the get-go. Imagine a cyberseminar discussing and presenting researched papers about those "Darkly powerful pseudosciences and dangerous technologies which fall beyond the scope of conventional science and good taste." Perhaps we were wooed by the concept of mad scientists being able to freely present details of their research in front of a global audience; maybe we became smitten by the gratuitous amount of alien information found on the site. In any case, this annual Web event is one you won't want to miss the opportunity to participate in.

#8 IUMA

http://www.iuma.com

The Internet Underground Music Archive has remained a faithful favorite of the *Internet Underground* staff throughout the year despite their name, which is, of course, all too similar to our own. With RealAudio clips of over 800 musical artists covering every genre from indie to surf to a cappella, the site is a treasure trove of undiscovered and underground bands getting exposure to the most diverse audience in existence—Net users. This no-middleman method of getting to the listener may be the working model of the future for the music industry, and the site is always good for browsing, stuffed as it is to the brim with creative projects and songs.

#9 John Labovitz's E-Zine List

http://www.meer.net/~johnl/e-zine-list/index.html

The E-Zine List continues to delight us every time we revisit it. Currently cataloging over 1,300 zines, distributed through the Web, Gopher, FTP, e-mail, and such, it reigns supreme as a starting point from which to sally forth and savor Net-users' stabs at creative edit-and-art projects. John himself notes that zines are "done often for fun or personal reasons, and tend to be irreverent, bizarre and/or esoteric." The E-Zine List just gets bigger and better every month; our favorite new innovation is the list of "most obscure keywords," which will hurtle you to some decidedly strange literary destinations.

10 Interesting Ideas

http://www.mcs.com/~billsw/home.html

The Net is littered with lousy home pages, so when someone actually takes their personal chunk of cyberspace and produces compelling content, the site sticks out like a funny joke on *Caroline in the City*. One such home page of note that we stumbled upon this past year is Bill Swislow's Interesting Ideas, a collection of his intriguing musings on pop culture icons like Don Knotts, *Nancy,* root beer and his photos of roadside art. Not to be missed is the Gyros Project, a loving tribute to the hand-painted gyro signs found at hot dog stands, pizza parlors and Greek fast-food joints.

Alt.cu

American Online Airlines

Back in *IU* #6 we noted how a staffer was surprised to receive a Prodigy disk packaged with snack mix on a RenoAir flight to, where else, Reno, Nev. We had hoped that the marketing ploy was an anomaly, but on a recent trip to New York on American Airlines, a different staffer received a package of Fruit Medley wrapped in with an AOL disk. While the disk went in a huge pile in the corner of the office, the staffer reports that the Fruit Medley was all good.

Good Lord No!

Fumble?

Cleveland Browns

The team formerly known as the Cleveland Browns may be playing in Baltimore this season, but that's not stopping whoever designed the NFL's Web site (**www.nfl.com**). With a prominent place on the site's opening page, it appears the Cleveland team is alive and kicking. Just scan the list of AFC teams on the screen's left side and on the bottom, in its own orphan division, you'll find a link to the Browns. Click on any of the other NFL teams and up pops an extensive page featuring schedules, standings, game results, rosters, pictures of players and a slew of information. Click on the Browns' page and you'll find a reminder that the Browns will be back in action for the 1999 season, a link to last year's stats and a graphic of a lone helmet hovering on a virtual field.

The Ice Capades

http://www.ice-capades.com/

KC and the Sunshine Band

http://members.aol.com/heykcsb/index.htm

Barry Manilow

http://members.aol.com/garyoye/barrynet/bmnet000.htm

Bargain Bin

Everyone remembers when Marsalis Wallace was rescued from the clinches of bad-cop Zed in *Pulp Fiction*. Wallace looked at Zed, enraged, and said, "I'm gonna get medieval on your ass." If you've ever wondered what it's like "to get medieval," the Arms and Armor Web site (**http://www.armor.com/**) offers more than encyclopedic resources. This site is a full-service medieval weapon and armor catalog based in Minnesota. If you're already versed in medieval battle arts, then skip the intro and history lessons and dive right into the catalog. You can pick up a parrying dagger, known to the medieval set as "The Rapier's Companion," for $135, a special price, just for you. If you're looking for "Impact Weapons," the affectionately nicknamed "Terror in Hand," a circa 15th century German Flail, will set you back only $195. The War Hammers and Flemish Axes may be a bit extreme—if you're more the passive type and don't want to lug around a 31-inch battle-ax, perhaps you'd prefer the shields and breast plates. The different pieces of armor range in price from $48 to $175. You novices may want to order the *The Expeditious Pockett Guide to Duelling* before venturing out on that first battle.

Netspeak

"I prefer to relax with a laser disc and a movie, as opposed to listening to music."
—Kenny G on AOL. Thanks, Kenny. We'd rather relax with laser discs and movies than listen to (your) music too.

"I have no shame about my fondness for the *Three Stooges* or *Bela Lugosi Meets a Brooklyn Gorilla*."
—Leonard Maltin, movie reviewer for television's Entertainment Tonight *gives CompuServe users two reasons not to trust his movie reviews.*

"Mind you, my biggest fear is to enter a karaoke contest singing 'Daydream Believer,' and losing. Everyone has nightmares. That's mine."
—Lead Monkee Davy Jones expresses deep and troubling personal anxieties in a moment of weakness during a Prodigy celebrity Spotlight.

"I would love to do theater at some point. Ophelia is one of my favorite Shakespeare characters."
—Jennie Garth, of 90210 fame, during an AOL celebrity chat. Shucks Jennie, you mean you're not Shakespearean-trained after all?

Numbers on the Net

A look back at 1996 through the HotBot search engine:

January 1,529,742	February 1,323,065
March 1,962,013	April 2,142,299
May 2,637*	June 2,470,249
July 1,968,287	August 1,490,939
September 1,548,308	October 1,284,196
November 1,270,528	December 1,274,922

*HotBot inexplicably returned no results for "May," so we had to use Magellan.

The Contest, Part II

Our story on the real life Kramer (see pg. 60) got us thinking back to the episode in which the four principal characters had a contest to see who could go the longest without...well, you know (if at this point you don't know what we're talking about, you're not a fan of the show and probably won't care about the rest of this article). We decided to check in with InterNIC who indeed was the master of each of the character's domain names.

jerry.com
Jerry Van Wert of Arlington, Va.
seinfeld.com
Castle Rock Entertainment, Inc.

elaine.com
COWZ Technologies of South Boston, Mass.
benes.com
Benes Communications of Lexington, Mass.

george.com
George Lithograph of Brisbane, Calif.
costanza.com
Costanza E-mail Service of Vancouver, B.C.

cosmo.com
Unizionalrey df Limited of Hong Kong
kramer.com
Kramer Software Services of Navarre, Ohio

ESTIMATED AD REVENUE

TAKEN IN BY WEB SITES AS

OF OCTOBER 1996:

$71.7 MILLION

PERCENT OF THE YEAR'S

WEB AD REVENUE TAKEN IN

BY NETSCAPE ALONE:

12.5 PERCENT OR

$9 MILLION

PERCENT SHARE OF THE

BROWSER MARKET ENJOYED

BY NETSCAPE ACCORDING

TO THREE RESEARCH FIRMS:

52.3 PERCENT (INTERSE

CORP.); 65.7 PERCENT

(BROWSERWATCH); 83 PER-

CENT (ZONA RESEARCH)

AMOUNT THAT MICROSOFT

PLANS TO SPEND PROMOT-

ING THE MICROSOFT NET-

WORK IN THE COMING YEAR:

$100 MILLION

NETLINE

INTELLIGENCE REPORT: NEWS FROM THE UNDERGROUND

Send news information or comments to: RLB@MCS.NET

[Boyz in the Cyberhood]

Gangbangers Tag Their Territory on the World Wide Web

GANG CONSULTANT AND EX-GANG MEMBER Alex Alonso first logged onto the Net in 1993 while studying for a graduate degree in Geography and Geographical Information Systems at the University of Southern California. Although he still lives in his old hood (the West Adams area of L.A.) and hangs with friends he met through the

NHB Rolling '20s Blood gang, he's working hard to end street violence in his community—and he's using the Internet as a tool to educate the rest of the world about local L.A. gang activity.

Similarly educating the world about gang activity are the keepers of the Glock 3 Web site (**http://www.voyager.co.nz/~sinister/glock3.html**) who go by the handles "Sinista" and "N-Doggg." Unlike Alonso and his efforts to stop gang violence however, these two are posting information about joining gangs, particularly, Glock 3. A few alerts have gone out about the site, and there's a growing concern that gangbangers have arrived in cyberspace. The major worry is that a well organized gang with Net presence can more easily recruit members—and not just local neighborhood recruits, but initiates from all over the world. Send an insulting e-mail to a Glock 3 member in New Zealand and get targeted by gang members in London, New York, Buenos Aires or wherever it is that you live. "This could be the first stepping stone into getting youths involved," Alonso warns.

On the Glock 3 Web site, names, phone numbers, home addresses and e-mail addresses of individuals who have in some way offended the gang are posted for all to see. While it's not explicitly said, the site insinuates that gang members located near the offending persons should exact justice, Glock 3-style.

After viewing the Glock 3 Web site, Detective Bill Bambrick of the Mineola, N.Y. Police Crimes Against Property Division, says of the site and its claims, "I'm not impressed, not compared to the other stuff that is out there, white supremacist groups or Neo-Nazi groups or the KKK. I mean, there's real trouble out there." As for Alonso, who believes that Glock 3 represents somewhat of a danger for authorities, he agrees that fears of gangbanging on the Net are a little premature. "All the hardcore gangbangers I know don't even know how to work a computer. They're so busy doing other things...If you're legitimate, you're out there doing what most gang members are doing. You're not on the Internet designing Web pages. And Glock 3 has a nice page."

So is Glock 3 for real? Says Sinista, through an e-mail interview, "We are real, but it'z hard to convince bustaz that we are over a computa! If anyone was in my face, they'd know that I'm real an' that I ain't no fake." Sinista explains that he learned about the Net, ironically, through a program designed to provide juvenile delinquents with life skills that would keep them off the streets. Currently, he lives in New Zealand and rolls with a local Glock 3 called the Loco Villanz, but corresponds via e-mail with N-Doggg and the original Glock 3 out of Detroit.

While Glock 3 promotes gangbanging (no more than most popular rap artists, but probably enough to upset legislators and many, many parents), *IU* found

that the site was geared primarily to poking fun at "punkass bustaz," and providing the free expression of ideas on music and racial equality. The site raises some serious and disturbing issues regarding the Net's potential to organize localized crime—but it appears gangbanging in cyberspace will take many more years in the making. Something worth getting upset about however: a British Columbia video game entertainment store is actually sponsoring and advertising The Gangsta Net Crew Homepage (**http://www.angelfire.com/pages2/gnc/index.html**), another site devoted to and maintained by supposed gangbangers. The advertiser's reasoning, "We simply noticed the popularity and media attention the site was getting and decided that it would be a good advertising investment."

—Rob Bersnstein

[Atomic Fireball]

Atomic 3D's New Animation Production Software is Radiating

THEY'RE NOT QUITE THE FLINTSTONES, Captain Caveman or Ren and Stimpy, but the animations created by Atomic 3D, using their newly released Neutron and Proton software programs, are remarkably cool.

The Neutron software (essentially the browser end of the technology) works by streaming an audio track which uses a compression code

that's part of Microsoft's Direct X; animation cueing information works with the audio and triggers the Neutron program to render and manage animation props that the user has already downloaded onto his or her hard drive. So you don't have to wait for a painfully slow download each time you launch an animation. Sweet!

Boasts Atomic 3D, "The stored artwork, together with the power of the user's computer," help the animations flow without the glitches and pauses you'll find with such apps as VDO Live and CUSeeMe. When *IU* viewed Atomic 3D's sample animations at **http://www.atomic3D.com**, they did in fact stream, without struggle, (only minor glitches) through both 14.4 kbps and T1 connections.

"The real key to making this technology work was first proving the rendering capabilities," says Atomic 3D president Larry Kohl. "Once we had that, we knew we could do the Internet side." The real strength to Atomic's software, though, is not the actual movement of the character animations or the body renderings, but the detailed facial expressions of the characters and the lip sync technology that matches the audio track with the characters' mouths.

As for the animation production software tool Proton, *IU* didn't have an opportunity to test it, but Kohl insists that it's rather easy to use and is intended for a mass audience of content providers. Proton, will be made available to the public during the first quarter of '97, and will allow users to manipulate base shapes, sizes, body types, hair color and expressions. Essentially, it provides animators with a means to assemble characters "*a la* Mr. Potato Head." A more complex version of Proton, or Proton Plus, will be released next year as well.

Probably the coolest thing about Atomic's animation software however, is its ability to set up cinematic shots and change "camera" perspective—characters can be viewed from bird's eye views, close-ups and whatever other angles users can dream up. As the Internet evolves into a more likable entertainment medium, it'll be this kind of cinematic feature, severely lacking in apps like Shockwave, that will finally, hopefully, animate the Web. —*RB*

OF 1000 CONSUMERS SURVEYED, THE NUMBER WHO SAID THEY HAD HEARD OF THE "WORLD WIDE WEB:"

82 PERCENT

IN THE SAME SURVEY, THE NUMBER OF CONSUMERS WHO SAID THEY RECOGNIZED THE TERM "INTERNET:"

93.5 PERCENT

THE PERCENT OF USERS WHO HAD HEARD OF THE "WORLD WIDE WEB" JUST A YEAR AGO:

44.7 PERCENT

SOURCES: NEWSPAGE, WIN TREESE, *ADVERTISING AGE*, *PC MAGAZINE*, *COMMUNICATIONS WEEK*.

[Internet 2: The Sequel]

Research Universities Team to Build New and Improved Network

THERE HAVE BEEN FIVE *ROCKY* FILMS AND SEVEN *Nightmare on Elm Street* pictures. Someone even made a sequel to *Weekend at Bernie's*. So with the Internet reaching blockbuster status over the last couple of years, it was only inevitable that there would soon be a sequel to the multimillion dollar computer network. Coming to a major university near you: The Internet II.

Repeating a formula that worked so well in the *Cannonball Run* films, Internet II has lined-up a star-studded cast of characters that includes such proven draws as the University of Michigan, Northwestern, Harvard, M.I.T., Stanford and 30 more of the nation's leading research universities. Hooking up that kind of cast isn't cheap. The new network's budget will even exceed *Waterworld*'s—the directors are expecting the new Net's price tag to be close to $300 million.

While the original Internet has the wide cross-demographic appeal of *Jurassic Park*, the next Net is intended to have a limited audience of university researchers, professors and students. Tired of the long lines and hassles of the original Net, Internet II will provide researchers with a streamlined and faster network over which they can perform massive computations, large data transmissions and video conferencing without the bother of horny teens asking "m or f?"

"The Internet II project...will bring focus, energy and resources to the development of a new family of advanced applications to meet emerging academic requirements in research, teaching and learning," says Michael Roberts, acting project director.

The directors of the project are hoping the lion's share of the funding will come in the form of grants from government research agencies and computer industry heavyweights. The founding universities have already agreed to contribute $500,000 annually over the next three years to get the project started.

With all this money being tossed around and so many high-profile institutions being associated with Internet II, the hope is the project will avoid the pratfalls of such ill-fated sequels as New Coke, *Mannequin on the Move* and *Joanie Loves Chachi*.

—*Alex Gordon*

The click-through rate for most Web site ad banners is abysmal. Depending on which technology analyst reports you subscribe to, the Internet should be generating several billion dollars in advertising revenue by the turn of the millennium—but that's fool's gold. To date, there's yet to be a successful model for advertising on the Web.

And that's where CyberGold, and its technology entrepreneur/founder Nat Goldhaber, come into play—they think they've found the right model. Cybergold essentially pays attention. That is to say, they "pay" you for your attention. In other words, they pay you to read and click on Net ad banners.

This is how it works: You log on to the CyberGold Web site where you'll be asked to answer a number of personal questions regarding your age, marital status, income, interests and so on. From that information, CyberGold obtains an understanding of who you are and provides you with a list of ads, presented as banners, that fit your consumer demographic profile. You click on the ads and interact with them for a few minutes (some ads actually quiz you to make sure the advertiser's message has been received), and voila, you get paid. Next to each ad banner sits a CyberGold

[Is It Worth It?]

CYBERGOLD

http://www.cybergold.com

coin that tells you, beforehand, how much CyberGold you're going to receive for reading that ad. Coins vary in value depending on which ad you're viewing, but seem to average between 25 cents to $1 (coins will be awarded only once per ad read).

Does it all make sense? Well, the advertiser pays an insignificant sum per hit (25 cents per consumer target is nothing compared to the costs of direct marketing), and the reader gets rewarded for participating. Pavlovian really.

But what good is CyberGold? Think of it as real cash. CyberGold keeps tabs of your account—and after you've collected $20, they're willing to cut you a check. Users also have the option to give their earnings to charity or use them to purchase goods online.

The real question however is, "Is CyberGold worth your time?" At an average payout of 50 cents per ad (and at a cost of three minutes time per ad), users can earn about $20 in no less than two hours. That adds up to about $10 an hour. Is that enough incentive to spend your online time reading ads? Probably not. However, if CyberGold can help companies design ad content that is valuable, informative and entertaining, the concept might just be compelling enough to draw users' attention. The trick for CyberGold now, is to expand from their site and tie in with other sites all over the Web. Rather than be forced to log onto cybergold.com, users should be able to obtain cybercoins as they stumble across them at say, SportsZone, ZDNet or Underground Online.

When and if this happens (Goldhaber says he's working on it) it might really mean the difference between Fool's Gold and CyberGold?—*RB*

[Net Exile]

Is a Connection to the Net an Inalienable Right? A Texas Hacker Hopes So.

IN HIS AWARD-WINNING SCIENCE FICTION NOVEL, *THE STARS My Destination*, Alfred Bester conceived of a world in which "jaunting," or short-distance teleportation, was the norm. In order to jaunt, you had to know exactly where you were, so criminals were kept in a maze-like cave in darkness, denied access to the sense data that would allow them to visualize their location. This intentionally cruel and unusual punishment had nothing to do with the crimes for which prisoners were sentenced.

Participation in the Internet and other computer networks is our version of jaunting. That's how 21st century humankind transcends time and space. Denying a criminal access to computer networks is like breaking his fingers for writing a hold-up note and forbidding him to use a pen. When the crime has had nothing to do with computers or networks in the first place, it's like putting him into a sensory-deprivation tank simply to punish him.

Enter Chris Lamprecht, alias "Minor Threat," a sometime hacker and formerly a programmer, installer, and trouble-shooter for Optical Document Technology in Austin, Texas. Lamprecht is now serving 70 months in a Texas prison for money laundering, although the activities connected to his sentencing included burglary and the theft of hundreds of thousands of dollars worth of electronic switching systems and other telephone company equipment. His crimes had nothing to do with hacking, but if the criminal justice system has its way, Lamprecht will not be able to use a computer connected to a modem or connect to a network when he's freed from prison.

The case illustrates not only the great gulf fixed between those who use the Net and those who don't, but also how the image of hackers as "evil geniuses" can distort the perception and judgment of those who play into the image—as well as those who fear and misunderstand it.

From the government side, it seems Lamprecht's computer activities were linked to his criminal activities through a bizarre chain of reasoning. Lamprecht once made calls to change the outgoing telephone message on someone's answering machine. He acknowledged this and stopped doing it. The police investigation determined, however, that Lamprecht was "computer literate" and he and his cohorts were "known hackers and had the capability to enter into a computer program and review, extract, and change information." Lamprecht and his pals, particularly friend Jason Copson, had penetrated several private and government computer systems, although "it is unknown if these illegal entries have resulted in monetary gain." (Lamprecht says he never made a dime from his hacking; like most hackers, he explored computer systems for the pleasure of the quest and to learn).

One of Lamprecht's errors, while on probation, was speaking openly with Copson during a telephone call Copson made from prison. Both men knew the calls were monitored, but discussed nevertheless their desire to "ruin" an Austin cop, Paul Brick. They discussed obtaining his social security number. To prevent them from entering computer systems in search of that social security number, the following stipulation was made:

"Upon release from imprisonment...for a term of three years, the defendant cannot be employed where he is the installer, programmer, or trouble shooter for computer equipment; may not purchase, possess or receive a personal computer which uses a modem; and may not utilize the Internet or other computer networks."

When he heard these conditions, Lamprecht broke down in the courtroom and cried. They had hit him where it hurt. They deprived him of the only way he knew how to make a living and banished him for three additional years to the wasteland of the caves.

Did the judge, the Honorable Sam Sparks, really understand what he was doing? Did he really intend that Lamprecht should not attend schools that assign e-mail addresses and in some cases insist e-mail be used to submit papers? Did he really intend that he never use a public library online catalog?

Doesn't Sparks know that anyone with a few dollars can buy a

social security number in the data marketplace? Besides, good hackers are equally adept at "social engineering." If Lamprecht talks someone out of their social security number, should we cut out his tongue?

In short, does the judge have a clue as to how life is lived these days?

Lamprecht's former boss, Selwyn Polit of ODT, laughed when asked about the case. "They're dead scared of him because of the computer stuff," he says. "They treat him differently because they think if he just thinks about computers, he can do magical things."

Unfortunately, Lamprecht's statements feed these projections. He plays enthusiastically to the "evil hacker genius" image.

Lamprecht says his sentence is longer than that of any other hacker, for example. But if his crime has nothing to do with that, why identify himself that way? Why feed the distortion?

Lamprecht often sounds as if he claims sole responsibility for creating ToneLoc, a widely used program that scans for carriers and selected dial tones; it's particularly useful for hacking PBX codes. Simple wardialers existed before ToneLoc, but ToneLoc added some significant features—it did random scanning and displayed the scans graphically, for example. Yet Lamprecht states in his biography in *Phrack* magazine that he had lost the source code and Mucho Maass brought the program back from the dead and made it "user friendly." The need to live-up to his captors' impressions of him has contributed to the unnecessary harshness of his punishment.

Lamprecht is learning, painfully, that you can be punished for how you're perceived as much as what you've done. Some of his colleagues perceive of him as an innocent; despite his criminal activity, they believe he's naive about the real world. His employer, as well as his friends, call him loyal, reliable, capable. His employer felt his need to be more than capable might have led him to exaggerate his computer skills.

Polit said "he took pride in his work and wrote clean, tight code, but nothing spectacular. He's sharp, but not extraordinary."

Would ODT hire him back? Absolutely. But they may not have that opportunity.

Lamprecht feels it's a question of free speech and first amendment rights, but he "will probably have an uphill battle because of the wide discretion, given judges, in creating conditions of probation," says Tim Muth, partner at Reinhart, Boerner, Van Deuren, Norris and Rieselbach, a Milwaukee law firm. Muth built the firm's Web site and has a passion for the legal issues emerging in the virtual world. "On the other hand, with the growing importance of computers and network communications for making a living, a court might say that a greater justification should be required for this kind of restriction. Unfortunately for Lamprecht, our courts have not yet recognized such a principle in the Constitution or elsewhere."

Lamprecht hopes to find lawyers willing to work *pro bono* to establish that principle. And who can blame him? Isolated from the network, deprived of his livelihood, the prospect of wandering the maze in the cave is a lonely one. You don't have to be the anti-hero of *Neuromancer* to know how it feels to be kept off the Net. Just as we don't speak a language, but our language speaks us, once we have been connected, we can never forget that the Net is our hive mind. We don't dream up the Net, the Net dreams us.

Now more than ever, you just can't be a human being alone.

—Richard Thieme

Models Give It to CompuServe

On July 5, attorney David Amkraut filed a class action lawsuit in the Los Angeles Superior Court on behalf of 80 plus models whose photographs were purportedly posted, without consent or compensation, on CompuServe photography libraries. "CompuServe is now saying that it is the responsibility of another defendant, GO graphics, who maintains their photo libraries," Amkraut says. "We do not agree with that at all. A company like CompuServe should not be permitted to make money while insulating itself from liability by putting some kind of dummy between itself and the public." CompuServe could face a loss of up to $1.5 million in statutory damages, attorney fees and download fees says Amkraut. Mona Stroud, mother of Krista Stroud, one of the models whose image was used without consent on CompuServe, says the descriptions of the young models were degrading. "All the pictures are very innocent, but the descriptions are that she was giving a show...you pull up the picture and she's bending over smelling a flower, fully clothed." CompuServe's legal counsel, the L.A. law firm Loeb & Loeb, did not return our calls.

[Net Briefs]

Internet Oscars?

Break out the tux. Billing itself as the Academy Awards of Cyberspace, the 2nd Annual NII Awards (National Information Infrastructure) will present honors to the best in Web entertainment and technology on Dec. 3 (**http://www.gii-awards.com**). 825 entrants, 180 judges and 9 category winners.

Desktop Television

Taking on the Pointcast Network, TIBcast from TIBCO Inc. promises to be all that and more. Rather than delivering information via a screensaver, TIBcast boasts delivery of news and entertainment information to the desktop in real-time, using only a corner of the user's monitor screen. The promising application will be made available for download in February, 1997.

Don't Dial 809!

This is a public service announcement from *IU*: You may have already heard of the scam, but just in case, here's the scoop. E-mails are being sent to people from con artists operating phone services in the Caribbean. The e-mails read something like, "I am writing to give you a final 24 hours to settle your outstanding account." Those duped into returning the call, usually an 809 area code, will end up paying exorbitant 1-900 number costs. So don't make the call. Thank you for your attention.

PAVEMENT TERROR

http://www.enrapture.com/pterror/

Brilliant, absurd and just plain odd, Pavement Terror became a classic weird the day we stumbled upon it. The site is maintained by Howard Stone, an ex-delivery truck driver who used to hate his dullard job. To liven the hours of delivery drudgery, Stone would backfire his truck as he passed by pedestrians, simply to scare the living bejeezus out of them. A camera fastened to the back of the truck was used to capture shots of the hysterically contorted and frightened victims, all of which have been posted to his site. A great prank or a mean trick? We don't really care—it makes us laugh like heck every time we revisit.

THE NIPPLE SERVER

http://spinn.thoughtport.com/spinnwebe/nipple/

If *IU* were a universe—and we've been told it is—Issue One would be the big bang. The Nipple Server contributed to the origin of the *IU* cosmos as one of the original Weird sites. The site holds a special place in our hearts because, well, it's intensely creative and contains nudity—not the sort of gratuitous undress you can find all over the Web, but rather, nakedness with a purpose. Each day, the Webmaster posts a different picture of his left nipple, and the Net public gets to rate it by qualities of color, perkiness, panache and overall appearance. This site generated lots of response from our readers, mostly positive, and to this day, remains current and well-maintained. *¡Viva el pecho!*

MEATMATION

http://www.cais.net/frisch/meatmation

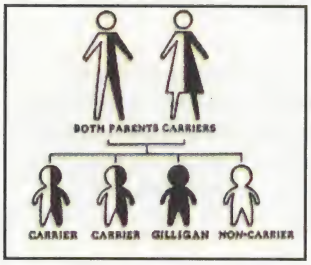
MeatMation is a perennial favorite around the *IU* offices—how could you *not* love a site that combines art with meat? It's been suggested that this revolutionary art form was inspired by pressing deadlines, illegal drugs and complete desperation. However, we like to think of it as the next logical step for Claymation in a cruel and carnivorous world. This weird and disturbing photography display, rendered in molded hamburger, gleefully tells of a cannibalistic family killing spree. Truly, here, the message IS the medium.

RON'S DOUGHNUT OF THE WEEK

http://www.metro-online.com/rjayers/donut.htm

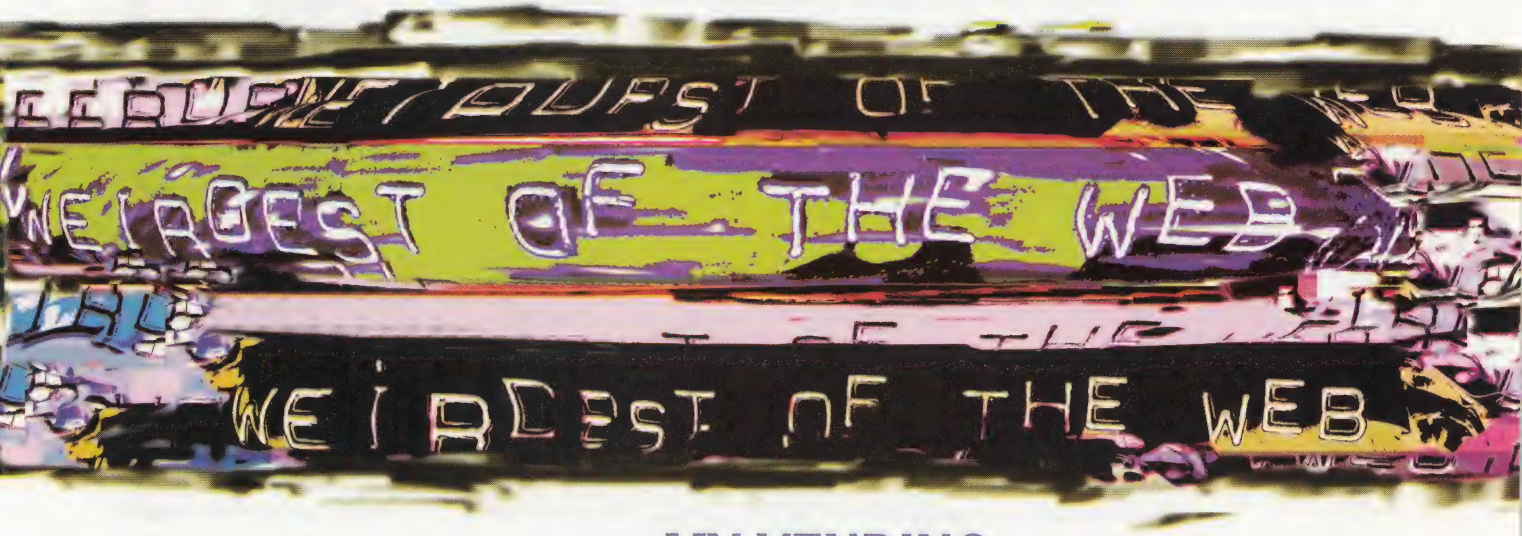
While not as flashy or patently bizarre as its brethren in this "Weirdest of the Web" collection, Ron's Doughnut of the Week has a certain *je ne sais quoi* that never fails to amuse us. The concept's simple: two intrepid teens taste doughnuts and offer up not only a number rating for each variety, but also succinct and poignant commentary that gets right to the heart of the matter. For instance, about a powdered doughnut, Jon O'Donnell, a Roger Ebert in the making, offered the following insight: "This is way too messy." The site also includes full-color photos of each doughnut, plus action photos of the pair actually tasting the doughnuts (see photo, right)—lest you think the two were firing off their witty repartee without actually tasting the deep-fried rings of goodness.

GUESS THE EVIL DICTATOR OR TELEVISION SIT-COM CHARACTER



http://sp1.berkeley.edu/dict.html?color=d

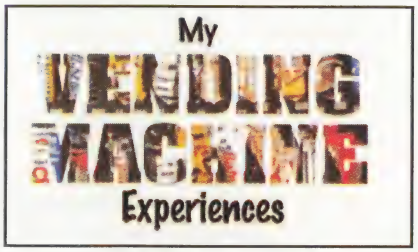
Interactive weirdness at its best. At this site you pose, as the name implies, as either an evil dictator or sitcom character and challenge the computer to guess who you are in a twist of the classic "Twenty Questions." In a recently-released 2.0 version of the game, there's a provision for stumping the computer—you can add new information about who you were posing as to make it smarter. While not flawless, both versions are surprisingly accurate. Posing as *WKRP*'s Bailey Quarters, version 1.0 guessed that I was Murphy Brown, while 2.0 hit the nail on the head. Both versions had no problem figuring out that I was deposed Haitian dictator Baby Doc Duvalier. A third trial again proved 2.0 superior when it guessed I was *Alice*'s Mel Sharples, instead of 1.0's stab at Mr. French. The computer is well schooled in the classic sitcom characters and dictators, so if you'd like to pose a challenge, avoid Bradys, Russians or stranded castaways. By the way, we finally stumped the computer posing as the Jeffersons' neighbor Mr. Bentley.



MY VENDING MACHINE EXPERIENCES

http://www.the-cantina.com/warpath/tidbits/vend0.html

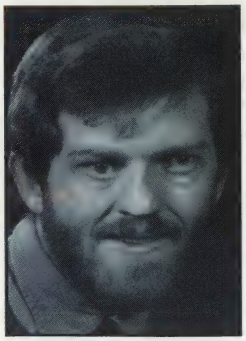
Worse than a Stephen King nightmare (see the awful *Maximum Overdrive*), this horrific true story of "ultimate evil" is unusual, but also strangely familiar. Picture this: a money-thieving vending machine with twirling dispensers that fail to dispense candy, or does so without the wrappers intact! Since its inception, the site's keeper has posted four episodes depicting his battle with this "evil," its corporate owners and his office companions (his co-workers are sick of hearing him slamming the vending machine against the office wall). Be sure to follow the terrible tale as it unfolds in the months to come. The oddest thing about this site is that we identify wholeheartedly with the keeper's paranoia.



THE PHALLIC SYMBOL PAGE

http://www.cs.und.nodak.edu/~gibbens/phallic.html

In an office of editors weaned on too much symbolic literature, a collection of phallic symbols is a slam dunk for popularity. No pictures of naughty bits here, but a wink and a nod accompany these photos of missiles, roots and enormous vegetables. You may find that the Phallic Symbol Page slightly skews your world view, imbuing any object longer than it is wide with an inordinate amount of social and sexual power.



THE HAIRY HUMAN HOMEPAGE

http://www.luna.co.uk/~charles/

Charles Stuart, 31, claims that "driving a taxi is the oddest job," but obviously he hasn't had the pleasure of running an Internet magazine, where one has to surf for bizarre sites like this one. What is it with this guy and his need to understand his Sasquatchian body hair? Stuart conducts experiments about his unnaturally hirsute body (imagine Captain Caveman, only a little hairier) and asks that users fill out his site's questionnaire to help with the research. He has no hard numbers since we first checked months ago, but he does maintain a number of wacky theories as to why his mane is so darn thick. This site gets stranger and hairier with time.

LIP BALM ANONYMOUS

http://members.aol.com/LipBalmA/index.html

Since we first reported on this site, LBA has blossomed from a clever notion to an extensive warehouse of anti-lip balm propaganda. The weirdest aspect of the site is that even though you know it's a joke, it all sort of makes sense. Don't miss the hilarious "Industry of Addiction" section which features detailed rants against all of the leading brands of lip balm from Chap Stick and Blistex to Vaseline Lip Therapy and Bonne Bell. We always scoffed at the notion that Carmex was actually habit-forming, but after looking over the evidence at Lip Balm Anonymous, we'll all think twice before applying another coat of waxy ointment to our dry and cracked kissers.

THE LOSER LIVING UPSTAIRS

http://www.calpoly.edu/~ttokuuke/loser.html

This site is a timeless Weird page and an excellent example of a larger phenomenon on the Web: putting your obsession on display for the entire Net community. The Webmaster is preoccupied with his neighbor's day to day activities—so much so that he keeps this public diary detailing each and every move the "loser upstairs" makes. The Poe-like prose here caught our eye. Much akin to the piercing oculus of the old man in "The Tell-Tale Heart," the Webmaster is tormented by his lonely neighbor's incessant pacing and frequent, highly audible bathroom breaks. We continue to wonder, to this day, what allows the Webmaster, notably a now-42-year-old virgin, so much free time to trouble over said loser upstairs.

FACES

http://www.web-usa.com/faces/

We'd be fools not to list a site that's not only weird, but is interesting enough to waste tons of your time. Faces is a Web game you play by mixing various celebs' hairlines, eyes and lower faces with those of other celebs. The result: a whole new superstar. When we first stumbled upon the site, each editor wasted about 2 hours creating strange combinations. When reconsidering the Weird sites of the year for this issue, we each wasted another 2 hours making more strange combinations. So, with a cumulative 24 hours of "research" invested in this Web site, we felt sort of obligated to choose it as a Weird favorite. Actually, you'll hope for a browser crash here—maybe then you'll stop playing.

SPAM CAM

http://www.fright.com/spam/

Going above and beyond the call of duty, the operators of the Spam Cam have, over the past year, pushed the boundaries of weird science to new heights. The idea was to test whether or not Spam (the Hormel meat product, not the Make-Money-Fast cross-postings) is organic, by visually measuring its decomposition rate at room temperature. As a point of reference, the rotting Spam was placed next to a tomato, a cucumber and a cup of Starbucks joe with a teaspoon of Cremora. A new picture of the rotting melange was then posted every day or so. After some time off, the fearless scientists debuted a new fifth experiment as the magazine was going to press, but we're still partial to experiment 4, in which four varieties of Spam (regular, smoky, lite and low sodium) were pitted against one another. You may want to visit this site on an empty stomach.

AIRSICKNESS BAG COLLECTION

http://www.pvv.unit.no/~bct/spypose/

"Sadly neglected, airsickness bags and sickness bags in general don't get the attention they deserve, except in those short, intense moments they are very much needed and appreciated," notes the Webmaster. This page, a paean to the lowly barfbag, is a keeper due to its mix of academic research and dry wit. It's interesting to note the cultural differences in barfbag presentation: British Airways implies that it's a bag for trash, Delta simply says, "For motion discomfort," and a Norwegian airline has a bag which makes only an oblique reference to getting sick—it gently queries, "If?"

BRUCE BOOKMAN'S PAGE O' PANTS

http://www2.best.com/~bbookman/gallery.html

We've long been a fan of this photo of Bruce as a young lad, wearing this pair of "very silly pants." His Web page is a joy to visit, particularly because he has crafted a striped background that matches the fabric of that very pair of pants! You'll find all kinds of pants commentary here, from the poorly planned "nice pants" campaign to a pair of Microsoft undies (moral of the story: Microsoft is everywhere, even in your pants) to Jerry Seinfeld's endorsement of the button fly because that's the "one place...where I do not need sharp, interlocking metal teeth."

ENDANGERED FECES

http://poop.com

What better way to say "I love you," than with a 200-carat fossilized dinosaur dropping. Yes, the owners of poop.com, also the proprietors of Endangered Feces, specialize in the sale of ancient, Cretaceous dinosaur doo that's collected from the American Southwest. "Over 65 million years old and still going strong," boasts Endangered Feces. Indeed, they've been around as long as *Internet Underground*, and we'd just like to tip our hats and wish them the best...even though they're off their rocker.

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TEEN
AGES 13+
CONTENT RATED BY ESRB

by Steve Knopper

More than Love

Courtney, as usual, gets most of the attention, but a mix of musicians, from Poe to Bob Mould to Roger McGuinn, also know the difference between a Flame War and a Fender Strat

illustration by James Gallagher

Every time Courtney Love scratches herself, something about it ends up on the Internet. The shrieking Hole singer is notorious for her awful typing skills, yet her fans hoard her jumbled, soulful e-mails and post them all across the Web.

Love's FAQ, at **http://www.clysmic.com/clfaq/**, is 188K worth of rambling text. *SPIN* magazine actually did a long profile of the people who exchange e-mail with her. A dramatist in New York turned her e-mail postings into an Off-Broadway play, *Love in the Void*. With all the attention Love gets for her legendary Net escapades, you'd think she was the only rock star out there.

Not so! On any given day, Bob Mould, former frontman of Hüsker Dü and Sugar, might be surfing the Web for information on pet arthritis to help his poor old dog. Kristin Hersh, the lead singer of Throwing Muses, and her 10-year-old son might be looking for sites about giant squid. Go-Go's guitarist Kathy Valentine might even be tinkering with her own Web site. Most musicians, who don't quite share Love's desperation for attention, are content to quietly go about their business. But they're out there.

"I think we all love communication. That's why we got into the entertainment business in the first place," says Roger McGuinn, former lead singer of the Byrds, who were inducted into the Rock & Roll Hall of Fame in 1991. "Some of the other musicians I know are on the Net—David Crosby, Chris Hillman, Arlo Guthrie, Al Kooper, Mike Nesmith, and Peter, Paul and Mary, to name a few."

How do musicians use the Web? Mostly like the rest of us. McGuinn says every time he needs information about anything, he dials up the Web. Mould says he uses it like a library. But the Internet also lets many interested musicians communicate more directly with their fans; sell records, some-

GALLAGHER

times without dealing with a big record label; put up Web pages in their own images and write informed songs about hackers.

TALKING TO THE CROWD

Fans bombarded Todd Park Mohr, lead singer of the Boulder, Colo., rock trio Big Head Todd and the Monsters, with typical questions when he entered an unmoderated chat room on a now-defunct online service a few years ago. When are you performing next? Do you sell T-shirts? How much are they? How long has the band been together? How can I get tickets?

Mohr ignored all that.

Instead, he zoomed in on a fan's screen name in the crowd that looked familiar. Mohr told the fan in question, Scott Replogle, that the same last name was printed on a globe in his bedroom, and asked was the fan any relation? It turns out the he was; Mohr's fan was a descendent of the man who owned Replogle Globes. The singer and globe heir held an odd online conversation for the next 15 minutes. Meanwhile, the Monsters' more down-to-earth drummer, Brian Nevin, dutifully answered all the T-shirt and ticket questions.

This exchange never would have happened if hundreds of people had crowded around Mohr at the end of a show and shouted for autographs and handshakes.

Sometimes the Internet, in the same way it allows two people screen each other before setting up a date, lets a well-known musician interact with an otherwise anonymous fan.

A NASA worker, for example, once wrote Frente guitarist Simon Austin a fan e-mail. Today, they're good friends. And Austin can have in-depth discussions about the British trip-hop bands Tricky and Massive Attack with like-minded music fans. Most regular newsgroup posters know who he is, but nobody makes a big deal about it. "It's one of the places you can talk to somebody without all the bull," Austin says, by phone from his record label's offices in New York City. "On the Net, it's a lot more casual. It's not on some sort of trip. There's not that kind of air of 'Who's a celebrity and who's not?' It's the people's media."

The weird thing, for an artist, is entering a chat room where hundreds of people are analyzing every line you've ever written or every guitar solo you've ever played. Most artists have smartly learned to avoid the "sux/rools" debates that clog up the alt.music.alternative newsgroup and America Online's MTV bulletin boards. They're drawn magnetically to the more thorough mailing-list discussion groups, and, sometimes, it scares them.

Mould is a popular enough artist to have over 1,000 listings in the AltaVista search engine. He was also one of the first 100,000 members of America Online and regularly surfs the Internet. He occasionally checks in on his discussion groups. Once, like many celebrities, he was the subject of a question-and-answer discussion on one of the online services. Instead of fielding questions from one media interviewer with a narrowly defined theory, Mould gleaned a broad range of interpretations of himself and his work directly from his fans.

"I get a really good feel about what people are thinking or discussing," he says. "They're really thorough—sometimes a bit too thorough.

"Sometimes they'll obsess about part of a song or something, and I'm like, 'Whoa! You put more into it than I did.'"

This broad give-and-take criticism can be unsettling for some musicians, who are accustomed to writing songs in an empty room and performing concerts behind a wall of stage lights and security guards. The Internet can break down the walls. For Hersh, lead singer of the 16-year-old Rhode Island punk-pop band Throwing Muses, watching chat-room words scroll by makes her glad somebody's out there.

It also makes her nervous.

"My band, in particular, feels like it works in a vacuum—and we like to feel that way, it's healthy to assume no one's listening," she says, by phone from her Providence, R.I., home. "[The fans] care a lot, which was something that at first gave me a stomach ache.

record companies for controlling everything. If you're a band, and you want to be heard, you have to win over the guys in ties on the top floors of tall buildings in Hollywood and Nashville.

And if you want to get on the radio? Forget it—when President Clinton signed the telecommunications bill, which deregulated the radio industry, he guaranteed that a few national media conglomerates will buy almost all the stations. Which means they'll all sound the same—even more than they already do.

Until the Internet takes over.

Mould, a savvy independent businessman and a harsh critic of the music industry, can't wait for that day. "That's when the artist gets the power back," he says. "Once the artist controls the distribution, then the art gets real good—because then it's not about the quantity of it, it's about the quality of it."

Through CDNow! (**http://cdnow.com/**) and other Internet mail-order systems, Web surfers can already avoid trips to the record stores. They can also download music directly from the Internet. Many artists, from David Bowie to Madonna, have started putting singles (usually through their record companies) out on the Internet. Eventually, Mould says, Internet distribution systems will render the old trucks-carting-crates-of-CDs-to-stores system obsolete. In the process, he adds with a touch of rebellious fantasy, radio will cease to exist.

"People will go, 'Wow, there's a new Bob Mould CD. To download it I'm going to have to pay Bob $16 directly,'" says Mould, whose 1996 self-titled solo album was released on the independent record label Rykodisc. "People are going to be able to hit a site, get the artwork, download it...I think it's going to be great, because I'm such a fan of cottage industry. The artists will have that straight one-on-one with the audience."

The first Throwing Muses EP, in keeping with punk's "do it yourself" tradition, came out on the band's self-created record label in 1984. So Hersh, who now records for the giant Warner Bros. label, is equally attracted to Mould's vision. "I'm not anti-label, but it sure would be interesting, wouldn't it?" she asks. "At the moment they're becoming a middleman we don't necessarily need. The whole marketing struc-

BOB MOULD (LEFT) DREAMS OF THE DAY THAT USERS WILL DOWNLOAD ENTIRE ALBUMS FROM THE NET. KRISTIN HERSH OF THROWING MUSES (BELOW) IS AMAZED BY THE DEVOTION OF THE BAND'S ONLINE FANS.

"It used to be the only access we got to fans—other than playing live, which really doesn't count—was playing in-stores where you got to sign records and talk to people," says Hersh, who has a chat room at her **http://www.throwingmusic.com** site, which she confesses is maintained by other people. "This [online Throwing Muses fan community] just keeps rolling along all by itself. They buy tickets for each other, they give each other rides. It's wild to actually pull a fan base together that way."

DESTROY THE MUSIC INDUSTRY!

Punks and other art purists have always condemned the gigantic

ture, about how a record has to be played on the radio, or be trendy enough to get into magazines—it's really a lowest common denominator situation.

"This way, you can actually market to the people who most want to hear your music. It's been difficult to find them because they don't trust MTV to determine their taste in music, just as I don't. It's nice to be able to go right to them this way."

LOOK AT OUR HOME PAGE

There are tons of music-related Web sites out there. The "official" ones, set up by the record companies, tend to be similar and conventional—maybe a cool picture, a bio and that's it. The fan sites can be fascinating. Want to know who produced all of the Tom Robinson Band's albums? You can find some obsessive "2-4-6-8 Motorway" fanatic out there with that information. Information about multimedia pioneers, including Laurie Anderson, Todd Rundgren and Thomas Dolby, is easy to dig up with search engines. And you can't surf too far without coming across massive tape-trading networks run by Phish or Grateful Dead fans.

It's hard for a record company site builder to distinguish a band's official page from any other band's official page. Some have come up with new tricks—No Doubt guitarist Tom Dumont, for example, brings a digital camera on tour and posts the resulting pictures on the page. He also writes a tour diary when he can find a computer. But mostly, the logic is, why waste time with fancy computer tricks?

"After looking at tons of Web sites, I said to myself, 'Sitting around waiting for hours for things to download and then having it there for four seconds is really not that gratifying,'" says Todd Simko, guitarist for the Vancouver, Canada, guitar-rock quartet Pure, who taught himself HTML and designed the band's Web page (**http://www.purescape.com**). "So I decided to keep it simple."

Part of Roger McGuinn's self-designed site is simple and straightforward—it's all about the Byrds, the '60s band best known for the hits "Eight Miles High," "Mr. Tambourine Man" and "Turn, Turn, Turn." His lengthy Byrds FAQ is informative and funny—he even makes fun of himself for changing his name from Jim to Roger at a guru's behest.

But McGuinn's site moves beyond the typical "Gee-wasn't-my-band-interesting" sites on the Web. McGuinn has always written songs reflecting a fascination with old traditions (such as his hero, folk singer Pete Seeger) and new technology (his interest in spaceships and airplanes peaked with the Byrds hit "Mr. Spaceman"). He recently learned HTML programming and, with an expert friend from the University of Arkansas, set up the Folk Den (**http://www.uark.edu/staff/kadler/public_html/rmcguinn/FolkDen/index.html**).

The idea is to spread the "folk process"—handing down songs to new generations—beyond campfires and jamborees to the Internet. Every month, McGuinn posts a song for users to download and keep in their collections. He supplements the music with historical snippets and personal memories, plus information on learning to play the song at home.

"I like the cowboy songs and sea chanteys the best," he says. "To me, there is no difference where you play folk songs, they are still stories. The World Wide Web gives them an audience that they might not have otherwise."

INTERNET BUZZ BINS?

Can starting a buzz on the Internet lift a band quickly from cult artist to platinum-selling rock star? Not yet, although record companies are using chat rooms, videos, interactive commentaries and virtual live performances for publicity purposes, more frantically than ever before. To hit the big time, musicians still have to go through the

usual channels—play every important nightclub in every major city; drop by record stores for brief live shows; do interviews with newspapers and radio stations; and try incredibly hard to get a video on MTV.

But the Internet can contribute. "It helps sell records, I think," says Kevin Knight, the official computer geek for the ska band No Doubt.

"Perfect example: They did the CD-ROM version of 'Just a Girl.' Within the first week I had put up a message (on the band's Web site, **http://www.hallucinet.com/no_doubt/**) about the CD-ROM—they sold 1,000 copies. I can't say that was directly because of the Internet, but I know it helped it along."

No Doubt had been toiling in underground rock clubs and small college theaters for almost 10 years before its 1995 album, *Tragic Kingdom*, suddenly took off. The band's Web page went up late last year. By January 1996, the record had sold 20,000 copies. Knight persuaded No Doubt to enter a chat room on the band's site; since then, the album has hit No. 4 and gone platinum. The Web page doesn't affect sales that much, Knight says—but a huge No Doubt community has formed around the band's online activities.

Knight, whose company, Orange County Online, also put up the Sublime and Sense Field band sites, intercepts fans' e-mail, weeds out the "Gwen Stefani, I love you" notes and sends the rest to the appropriate band members. He also helps fans set up their own mailing lists and answers questions. "That was the whole reason for starting the Web page—giving the fans a voice," he says. "There are bands out there who don't care what the fans think—they sell their million records or whatever and they're happy."

SONGS ABOUT THE INTERNET

Billy Idol, the sneering, spiky haired British punk whose popularity dwindled after his "Cradle of Love" hit slipped off MTV, was desperate for hipness. So, flailing for the new big thing, he put out *Cyberpunk* in 1994 and included a floppy disk full of weird electronic pictures with the CD.

It was a dumb idea—cyberspace devotees in those days were more savvy, and the Internet as a cheap way of looking hip had not taken off. The album, which wasn't very good, stiffed.

A handful of musicians, though, find genuine inspiration on the Internet. The singer-songwriter Poe, who has long experimented with MIDI and other synthesizer-computer techniques, logged on for the first time about three years ago. She also started reading a story about a notorious group of hackers called the Masters of Deception. Around that same time, her father was sick, and she was taking care of him.

So she wrote a song about all that. "Hello, hello," sings Poe, whose songs "Trigger Happy Jack" and "Angry Johnny" have become minor modern-rock radio hits this year. "Are you out there? I can't see your face. But you left a trace on a data back-road that I almost erased."

The song has made Poe (**http://www.atlantic-records.com/poe/poe1.html**) a sort of hacker icon. "Angry Johnny," who bombed the White House, Rush Limbaugh, phone-phreak legend John "Cap'n Crunch" Draper and others with thousands of debilitating e-mail messages in August, took his nickname from a Poe song. "Hello," the title track of Poe's debut album, name-drops "M.O.D.," or Masters of Deception.

"What was moving to me about it is they were trying in this primal way to make contact with a system that was neglecting them," says Poe, who occasionally performs in cybercafes and sets up chat rooms to supplement the music. "In a weird kind of way, I related to them. My father had passed away, and that song was 'How can I reach him now?' The Internet was sort of a metaphor for that: Is there another form of communication, another pathway to reach someone who's dead? That story (about the Masters of Deception) inspired it."

POE (LEFT), WITH REFERENCES TO THE NET AND HACKERS IN HER SONGS, HAS BECOME SOMEWHAT OF A CYBER-ICON. A GUITARIST FOR PURE (ABOVE) TAUGHT HIMSELF HTML AND DESIGNED THE BAND'S WEB PAGE.

PANELS & FRAMES

Can comics succeed on the Internet and what will they become?

by Frank Kurtz

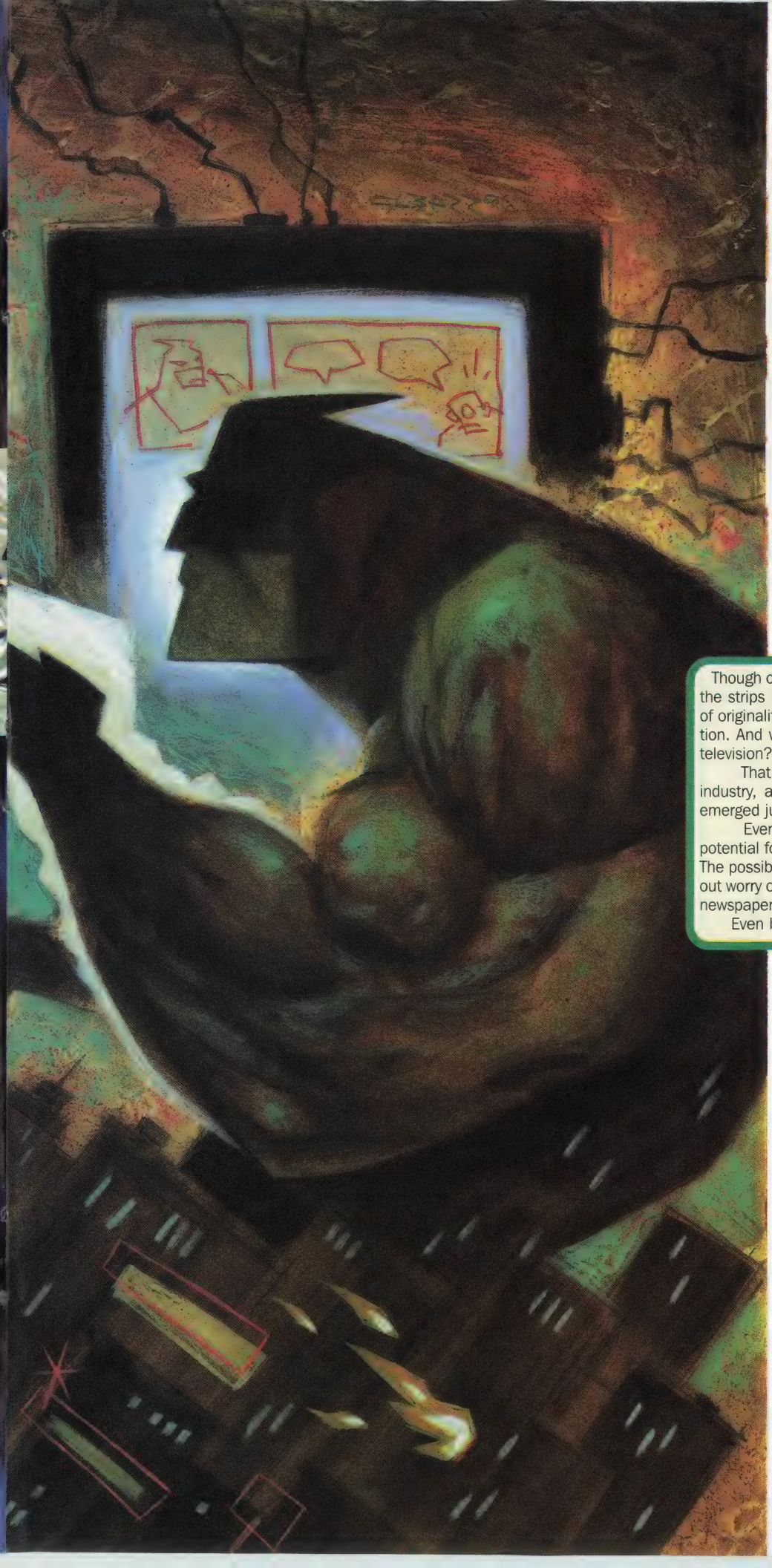
Of all the traditional arts, it may be comics that are best adapting to life online. Once inked out in panels, and now showcased in browser frames, these engaging syntheses of art and word are thriving in every nook and cranny of the Web.

The finest comics have always done more than entertain. Whether absurd, riotous or warm, they connect to our psyches. The best examples of what the medium can attain have been shown in comics past. Strips and comics like *Thimble Theater* (the home of *Popeye*), *Superman*, *Batman*, *Li'l Abner*, *Tales From the Crypt*, *Peanuts*, *Zap Comics*, *Doonesbury*, *Calvin and Hobbes* and *Dilbert* have all been embraced enthusiastically, at different times, by the public.

What seems like a static art form is actually quite fluid. As some comics become archaic and fall by the wayside, others rise to take their place, speaking to the people of that era. The fluidity of the art form is that this process continues almost unabated. As society changes, so do the comics. And today, with the Internet and its immediate information structures, there's a real chance that heretofore unknown artists and comics can rise up to catch the eye of an information-hungry public.

In recent years, comics have had a tough time, regardless of how popular some titles or strips happen to be. Comic book distribution is sporadic. People don't just stumble across comics; they have to purposefully seek them out in comics stores, which are sparsely dotted across the map.

The once mighty newspaper strip has fallen on hard times as well.



Though comics such as *Dilbert* still flourish, very often the strips in the daily newspapers suffer from their lack of originality, and from their poor, hard-to-read presentation. And who reads newspapers in these days of cable television?

That brings us back to the Internet. For the comics industry, and the art form, the online world may have emerged just in the nick of time.

Even a casual observation would suggest that the potential for the comic art form on the Web is immense. The possibility finally exists for comic art to flourish, without worry of market conditions, syndication tamperings or newspaper indifference.

Even better, people may actually see it and read it.

artwork by G.L. Barr

From an artistic point of view, much of the current comics material on the Internet is negligible—oriented toward previews, hype, criticism, fandom and catalogs hawking printed versions. These sites may show people things they weren't aware of, but they do not translate the art form in any original way to the Web. While comics on the Internet vary widely in quality, it's refreshing to see a truly democratic forum. If you're inclined to create a comic and then a Web site, you're in.

Just remember that there's no guarantee that anyone will visit your site. For comics to ever truly reach their true potential on the Internet, creators have to overcome two major obstacles: creation (along with presentation) and distribution.

The creating part seems like it would be simple. All you have to do is draw, right? Well, it's not that easy. Just like anything else you might want to excel at, you have to learn the medium's tools, experiment a lot and be prepared to receive plenty of criticism.

One person who has had some very positive responses to his work is Charles Parker. Parker is the creator of *Argon Zark* (**http://www.zark.com**), one of the most popular Web-only comics. *Argon Zark* is the story of a computer nerd who travels, literally, through the Web. Aided by a female companion, Zeta Fairlight, and a robot named Cybert (with a handy keyboard sticking out of his back), Zark randomly punches in URLs, and off the little group goes. The strip is awash with Internet and computer jargon; familiar sites and software programs are often the targets of *Zark*'s good-natured interactive fun.

Argon Zark is so good that it may surprise some that Parker had only begun to work on a computer about two years ago. After six months of experimentation, he premiered the strip on the Web. "When I got introduced to computer art and the Internet, everything snapped into focus. I knew that this was how and where the strip would actually happen. I really had to push hard to make the time, learn to use the tools and figure out how to make the comic work. I had an unshakable feeling that this was where I belonged," Parker says.

Creation of *Argon Zark* is done completely on a computer. Using various graphics programs, Parker sketches, pencils, inks, paints and finally textures and toys until he arrives at something he's happy with; then he whittles away at the finished product, finding ways to diminish downloading time while keeping the image aesthetically pleasing.

Parker admits that when it comes to actually writing the strip, his planning is virtually nil. "Although I have a general plot line in my head, the story is largely written on the fly. I start with a blank page...and usually a blank mind."

Meanwhile, from the wild and woolly world of printed comics comes Don Simpson, an industry veteran of over 10 years. His most notable creation is Megaton Man, a big-jawed stereotype of the typical superhero. Until recently, Simpson published a printed comic called *Don Simpson's Bizarre Heroes* under his Fiasco Comics imprint. Now, all of his new material goes straight to the Web (**http://www.lm.com/~fiasco/**). That material takes shape in a weekly serialized story simply titled *The Fiascoverse Weekly Comic Strip*, which features all of the characters in Simpson's various printed comic ventures.

For Simpson, creating his comic for Internet publication has also been a matter of thinking in both old and new paradigms. "I've been working in these half-pages modes," he says. "I'm still thinking of print, but I'm working in this way that lends itself to the site."

It wasn't long before he realized the advantages of the medium over print. "I can actually use colors that I couldn't use in print, like really eye-catching or glowing colors for some things. X-Ray Boy's glasses glow now. It looks more like television, or something that's not print."

called *The New Adventures of Abraham Lincoln*. "The characters will be very cartoony, with very flat color, and the background will be very vivid, realistic and 3-D modeled. I believe that the combination of very iconic characters in very realistic environments can have a positive effect on the reading experience. It's a theory I've been wanting to try out, and the computer has given me a chance to do it...right now it looks like the best way to actually produce it is to draw it right on the desktop."

There's just one major problem with creating comics for the Internet right now, as McCloud sees it. "It just needs to be faster," he says. "That's all."

Presentation is almost as important as creation, and the two go hand-in-hand. The idea is to make a site as appealing or eye-catching as possible, to induce a Web surfer to stay, while not losing sight of the page's intent: getting people to read the comic.

"I discovered that writing and drawing comics for the Web, as opposed to simply posting print comics, demands a new approach to the medium, and I think it could be considered a new kind of comic," Parker suggests. "When you work for years to get your drawing skills to the point where you can pretty much draw what you want, it gives you a certain feeling of power. Digital art multiplies that exponentially for me, to the point where it's almost intoxicating. As nice as digital art is for print, it's really at its finest when viewed on a good computer screen. A good monitor, juiced up with enough VRAM, can produce a much wider range of colors than even the best printing."

So, what does Parker make of all those shiny new doodads that dress up Web sites? "Since I became familiar with the Internet, the most exciting development for me has been Java and JavaScript, with their abilities to provide immediate interactive feedback without a trip to the server," he says. That's not to say that he's completely entranced with elements like Java. "I love animated GIFs. I put one on my site soon after they started to appear on the Web, but animation should add something to a site other than motion. Too many designers use animation and sound as the Web equivalent of cheap blinking neon signs."

The artist makes his split personality work for him; Parker the computer techie figures out various Internet tricks for presentation's sake,

on these pages: images from the Argon Zark strip, created by Charles Parker at http://www.zark.com

Simpson still pencils and inks on bristol board. "It's partly because I'm old and set in my ways," he jokes. "It's also because I don't want to completely throw out everything. I'm slowly adapting to it. For example, there are certain things that would be a mistake on the printed page—like if I've bunched up the lettering too close, I can actually take that into the computer, and move it over. In that sense, the actual original bristol board-inked piece of artwork is no longer the final thing. It's kind of an intermediary step."

The idea of creating a comic within the confines of the computer is nothing new to Scott McCloud, comic creator and author of the groundbreaking *Understanding Comics* (Kitchen Sink Press).

"I'm thinking generally, but I'm also thinking on a personal level. I want to be able to go in and just do it full time. I want to give myself whatever I need, learn it and go and just try to create these things," says McCloud, who studies the industry. "I have some very concrete ideas of exactly how I think comics could work on the Net once we have sufficient bandwidth. Get me cable modems or ADSL and we can do a whole lot more, but right now it's strictly short form."

McCloud is working on a new graphic novel created on the computer

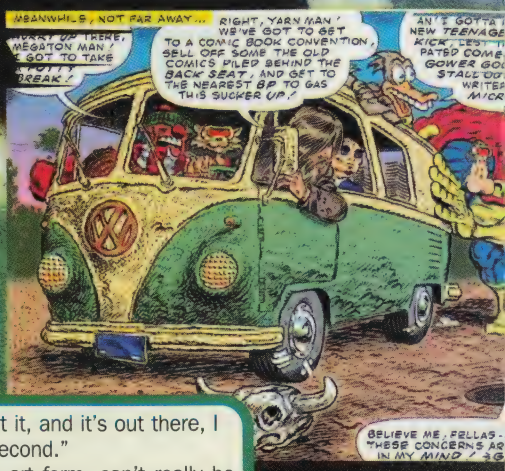
and Parker the artist sees them as a means of enhancing his personal vision.

"Some of the new Aschyncronous Transfer and compression technologies, combined with the interactive capabilities of languages like Java and JavaScript, would open the door to the kind of interactivity I would like to incorporate into the strip," Parker says longingly. "I would love to be able to quickly pre-load variations and versions of images or parts of images that could be made to pop-up, morph or animate at appropriate points in the story. One of the main undercurrents in *Argon Zark* is change and transformation. Argon's vest, for example, is a constantly changing, shifting texture throughout the story. The characters and backgrounds often undergo radical shifts in appearance. I would love for some of that to be dynamically interactive at the whim of the reader."

Parker isn't talking Choose-Your-Own-Adventure stuff here. "I love the idea of interactivity that increases the depth of the experience, and provides avenues of exploration and surprise along the way."

Don Simpson sees the Web site as a means of trying out new ideas...or reviving old ones while providing diversity. After Simpson cancelled *Bizarre Heroes*, he was left with a surplus of material, and was tempted to place two strips a week on the site. He eventually decided to just keep the strip's pace "really excruciatingly slow" and make the surplus last.

But you can't keep a good comic creator and workaholic down. Simpson came up with an idea to revive his critically acclaimed yet low-selling comic from 10 years ago, a science fiction series called *Border Worlds*. "I've been toying with doing a kind of *Border Worlds* text novel, but I've got this problem where I have half a story in comic book form. I don't want to have to rewrite all that at this point," he says. Simpson decided that he would retell the story with new illustrations accompanied by text. "I like having fun. I like the creative part. I wanted to redraw these characters, and redraw the space station and revisit stuff." Simpson feels that the addition of the *Border Worlds* text pieces will be a nice balance with the *Fiascoverse* strip, and he likes the pick-and-choose buffet style of Web publishing. "It's not like I have to sit



extent that if I want it, and it's out there, I can find it within a second."

"Comics, as an art form, can't really be denigrated in any way by the introduction of an expanded palette," adds McCloud. "You're only adding possible avenues of distribution, not taking any away. Print still exists, but digital distribution adds more options. To that extent, it can only be a plus to give comics another avenue to reach readers. On an aesthetic level, it also calls into question our very definition of comics."

McCloud says for comics on the Internet to become a viable distribution medium, two things have to happen. "Bandwidth is necessary because comics are just way too frustrating if it takes you longer to download a page than it does to read it. It can't take more than a second. It's just unacceptable for me from the user standpoint."

The second important feature? "Micropayments are necessary if it's going to thrive as an alternative economy. All entertainment economies are information economies: movies, books, television, music. All of it is essentially information. When buying a book, record or video, it's the information you want rather than the object that you're buying."

For the individual creator, the take for each sale may be in nickels and dimes, but that's nothing new. "In comics, as a creator, I'm getting maybe a couple of dimes off of something that sells for a couple of bucks," McCloud says. "When that migrates to the Net, micropayments would allow that *de facto* transaction to become the actual transaction where you're just pumping a couple of dimes across. At that point, comics become a better value."

McCloud points out that with the Internet, all one needs to do is get some attention. "Word of mouth is all you need at that point. It's a response-economy...an economy without friction. Someone will [participate]. It may be a small number, but the point is if it deserves to grow, it will grow."

So, once these technical obstacles are overcome, what happens to the printed word?

down and do a whole comic book of a certain subject, I can just do little bits and installments of each one.

Simpson's take on his site is a result of years of publishing experience and his continued artistic exploration. "I started surfing the Net and looking around at what was there. None of it was all that impressive. It was mostly (to) get the viewers to click around, and maybe they'll buy some comics in the comic book store. It didn't seem to me to be fully taking advantage of the medium," he says. "Obviously, I could put up anything at all that comes to mind. It's a balance between thinking in terms of what the new medium offers and having some discipline and restraint for consistency's sake. As I create new material, I'm slowing loosening up to the possibilities offered by the Web."

The second major obstacle creators face is the distribution angle. Once again, the question seems deceptively simple. Isn't it already being distributed if it's posted on the Internet? Sure, your comic is *available* to the public. But will the viewer take the time to read it? Even more importantly: Will the viewer *pay* to read it?

Questions of online distribution are still being hashed out, and it's going to take some time before there are any concrete answers. "When I'm talking about digital distribution, there's no way I'm talking about today's Net," Scott McCloud says . "When you talk about distribution, you run into some very basic issues that apply to all other media as well. All of the issues that have come up regarding many-to-many transmission and the de-centralization of media all apply to comics as much as to television or movies or text or anything else.

"I think that whole issue has more to do with a responsive economic model and a kind of frictionless economy where demand creates supply, which I think is such a fundamental shift in information commerce that I don't think we've even begun to grapple with some of the consequences," he says. "I think that if things continue to evolve in the direction they are currently evolving we can reasonably assume that access to comics and other media will be virtually absolute to the

McCloud feels that paper printing's days are numbered. "It's a fetish, because it's associative. We love print primarily for the things that it's brought us over the years. Without all those things, it really is just dead wood pulp. It wouldn't have that meaning if it weren't for the things that it's associated with," he says. "The same thing is going to hold true for digital media. Believe me, we'll be holding those beige boxes before long..

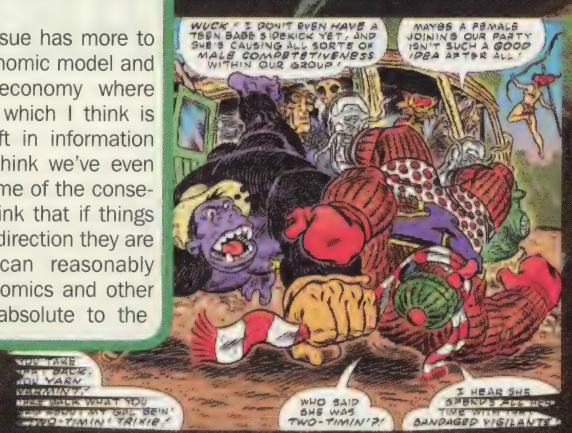
"Print has a lot of advantages over digital. There's resolution and portability and cost and the fact the print is generally cross-platform, and there isn't one of them that's going to last a decade. You can list every single advantage that print has over digital media and every single one of them is technologically based and the technology of print is static. The technology of digital media is fluid and evolving and changing every minute. It's dangerous to compare them in their static states. The two are very, very different."

Parker doesn't completely agree with McCloud's prediction of print's imminent demise. "Movies, radio and TV were all supposed to be the death of print, and the electronic media are just the latest in the grand tradition," he says. "What will happen is a further change in the role of print media, and I agree that this change will probably be more profound than ever before."

Parker also points out a couple of distinctly unique advantages that the printed comic has over the digital presentation screen of the future. "It's a little tough to roll it up and put it in your back pocket, or take it in the bathroom," he laughs.

Only time will tell.

on these pages: images from the comics created by Don Simpson http://www.lm.com/~fiasco/



the X-PLAINABLE files

Skeptics Toss Cold Water in the Faces of Those Who Believe

by Jonathan Vankin

illustration by Pol Turgeon

Perhaps the general public—that great unenlightened mass to whom the word "wired" means "too much coffee" and *IU* connotes a method of birth control—thinks of the Internet as a hangout for bomb-building, masturbating, terrorist Nazi nerds whose main source of income is selling animal sex videos to third graders. But once you're online for a while, you know that that's just silly. Those few misfits are far outnumbered by UFO buffs and conspiracy theorists.

Well, maybe not too far outnumbered—but it's no revelation that the fringes of reason are

much closer to the mainstream in the forum of the Internet where the parameters of acceptable debate are far broader than they are on, say, *This Week With David Brinkley*. At times, the Net seems like a big block party for anyone with a weird idea. Whether it's the guy selling tickets for a UFO-watching cruise to the South Pole (they fly out of a giant hole in the Earth there—and it's a steal to see at $9,999) or the guy whose Web site includes x-rays of his skull revealing the microwave receivers implanted in his brain, let's face it, the preponderance of bizarre notions is one of the most "just-plain-fun" aspects of Internet culture. So how could anyone stoop to spoil this nonstop celebration of the outré? Difficult as it is to believe, the Net is also home to a special breed of wet blanket: self-appointed guardians of reason and logic, whose main goal it is to piddle on these wild and wonderful theories. They call themselves "skeptics," and they don't want to believe.

"Why the sudden explosion of interest, even among some otherwise sensible people, in all sorts of paranormal 'happenings?'" asks the Committee for the Scientific Investigation of Claims of the Paranormal on its Web site (**http://www.csicop.org**). "Are we in retreat from the scientific ideas of rationality, dispassionate examination of evidence, and sober experiment that have made modern civilization what it is today?"

"In order to be a 'skeptic,' you must believe that the truth has a value in itself that makes it worth seeking, and that science, with all its faults, is a quest to separate such truth from falsehood," writes Peter Huston, vice president of "Inquiring Skeptics of Upper New York" in that group's online newsletter, "The Why Files," (**http://www.rpi.edu/~sofkam/ISUNY/why-files.html**) a publication named in parody of every skeptic's least favorite television program.

Forget for the moment that huge chunks of college tuition could be spent studying whether "dispassionate examination of evidence," "sober experiment," and "rationality" are in fact the building blocks of modern civilization—without arriving at an answer. The most damning charge that can be made against this type of "skepticism" is that its all-encompassing faith in the rectitude of its own position. It sometimes appears that to be a qualified skeptic, one must also be a cocky little bugger. Telegenic skeptic James "The Amazing" Randi (**http://www.randi.org**), for example, peppers his Web site with pejorative digs such as "medieval thinking," "goofiness," "nonsense" and "quackery" aimed at claims of the paranormal. But the head of CSICOP—a group of which frequent talk-show guest Randi is a founding member—takes a more conciliatory approach.

"There are some people who are more hard-line skeptics," says Barry Karr, executive director of the two-decade-old CSICOP. "I think those people tend to be the ones who have been doing this a long time. But I think you have to keep an open mind and hopefully people will change their views based on what the evidence shows."

As the most prominent organization in the skeptical milieu, CSICOP (**http://www.csicop.org**), headquartered in the upstate New York hamlet, Amherst, leads the charge against the scourge of UFO witnesses, astrologers, alternative medicine practitioners, transcendental mediators, psychics and other blights upon the face of modernity.

The nonprofit group's own Web presence came in response to the preponderance of paranormalcy on the Net.

"We got so many calls and letters from people telling us there's so much of this stuff on the Net and saying, 'You've got to get on the Web, you've got to counter this,' that people forced us into it," Karr says.

CSICOP's main weapon is its "Magazine of Science and Reason," *The Skeptical Inquirer*, from which several articles from each issue are available on the Web (**http://www.csicop.org/si/**). In the pages of *The Inquirer*, CSICOP unleashes its arsenal of reason against such targets as the alien autopsy video, Virgin Mary apparitions and—horror of horrors—aromatherapy. ("It is not the odor that arises from these fragrances that is troubling, it is the stench arising from the unwarranted claims made about them.")

"Perhaps sometimes we go too far and are personally nasty toward paranormal believers. Perhaps we sometimes are biased in the sense of blindness to new phenomena," admits Taner Edis, proprietor of a leading skeptical mailing list (**skeptic-request@listproc.hcf.jhu.edu**) and keeper of the Skeptic Annotated Bibliography (**http://www.public.iastate.edu/~edis/skeptic_biblio.html**). Edis, however, argues not that skeptics should be more open-minded, but that they should be more honest about admitting their prejudices, that they've arrived at a well-formed world view into which alien abductions and psychic detectives just don't fit.

"I saw various instances of skeptics behaving in irrational and dogmatic ways," says Jim Lippard, a veteran skeptic who became dis-

illusioned with CSICOP. "A lot of skeptics don't seem to recognize that when they're putting forth an alternative explanation of some phenomenon that they have to abide by the same standards of evidence as everyone else. And a lot of them don't seem to recognize that they have to defend their views as well."

Lippard, in addition to operating his own Web page (**http://www.primenet.com/~lippard/**) with one of the most thorough available inventories of skeptical Web links, manages the Web site for *Skeptic* magazine (**http://www.skeptic.com**). As with *SI*, *Skeptic*'s site offers a subscription pitch beefed up with just enough content from the magazine to give the site a life of its own.

Published by The Skeptics' Society, *Skeptic* takes a more, well, reasonable approach than its rival, that "Magazine of Science and Reason." Skeptic's credo comes from the 17th-century philosopher Baruch Spinoza: "I have made a ceaseless effort not to ridicule, not to bewail, not to scorn human actions, but to understand them."

As opposed to the self-assured and somewhat glib tenor of *Skeptical Inquirer* and the outright sneering found on Randi's site, *Skeptic* offers a rational view of rationality.

"Ideally, skeptics do not go into an investigation closed to the possibility that a phenomenon might be real or that a claimant might be right," say the editors of *Skeptic* on their site. "When we say we are 'skeptical' we mean that we must see evidence before we believe. Skeptics are from Missouri—the *Show Me* State."

According to Karr, however, this view doesn't differ much from his own position. Karr is quick to point out that CSICOP, for example, is "a group of individuals," not an organization with a platform to which all members must adhere.

"It's possible that there's life out there or even that UFOs are visiting our planet," Karr says. "But it's a question of evidence."

Skeptic also ranges over broader and frequently more important subject matter than does its CSICOP-published counterpart. While *SI* keeps busy hammering away at wacky and generally harmless opponents (the latest issue posted on the *SI* site devotes a good-size article to debunking photographs of ghosts), *Skeptic*'s recent issues have examined: the "Bell Curve" debate over the inheritability of intelligence, whether the HIV virus is the actual cause of AIDS, Holocaust

"revisionism" and recovered memory therapy.

"We were founded to look at claims of the paranormal," Karr counters. "We don't claim to be a social commentary magazine like *Skeptic* is. We don't claim to investigate everything."

Nonetheless, *Skeptical Inquirer* has a long-standing committee to probe non-traditional health claims (hence the critique of aromatherapy), and has also taken on such topics as evolutionary theory and the claims of Satanic cult "survivors." The September/October, 1996 issue features an article, available on the Web, entitled "Conspiracy Theories and Paranoia: Notes From a Mind Control Conference" which critiques not only conspiratorial thinking but also the aforementioned "recovered memory therapy" (i.e., the recollection of allegedly suppressed childhood sex-abuse memories at the prompting of psychologists; see the False Memory Syndrome Foundation Web site at **http://iquest.com/~fitz/fmsf/** for coverage of the issue).

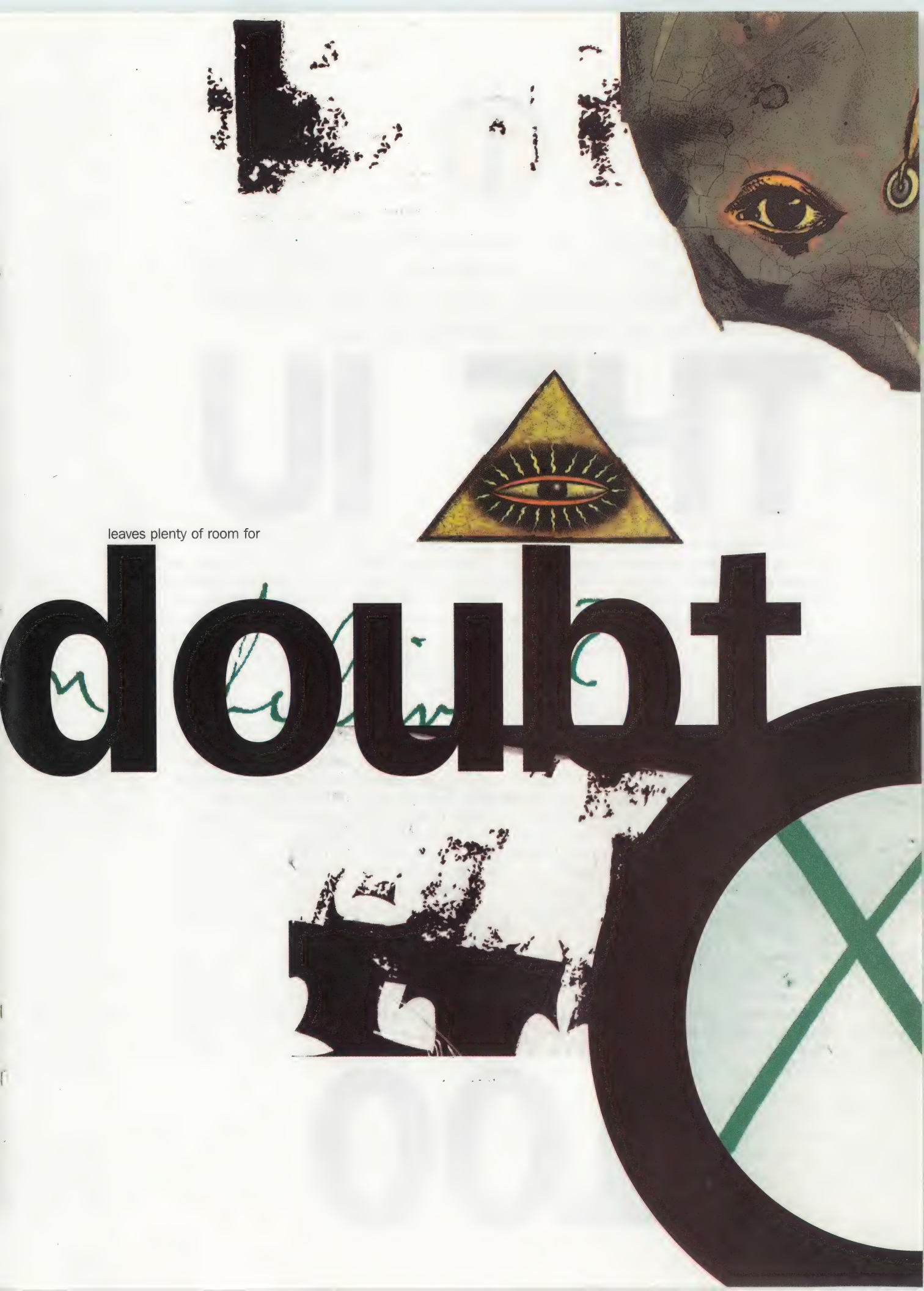
CSICOP's coverage of conspiracy theories helps fill a gap in the oeuvre of party-pooping Web sites. While there are dozens of skeptical sites—mostly sites put up by regional skeptic groups—there are a few devoted to debunking conspiracy theories.

Of course, there are many devoted to advocating conspiracy theories of every stripe, but 50-year-old Marquette University political science professor John McAdams seems like a lone nut himself with his Kennedy Assassination Home Page (**http://mcadams.posc.mu.edu/**), arguing that Lee Harvey Oswald acted alone.

But while CSICOP deals primarily with matters that can, or should be able to be tested by scientific procedures, the murky shrouds of history leave the assassination of President John F. Kennedy (as well as many similar conspiracy theories) more ambiguous. McAdams, who teaches a course on the JFK assassination, says there are skeptical protocols even in that case.

"If people on opposing sides of the issue can come up with theories that fit the evidence, then the question is how do you choose between two competing theories. The classic social science theory is very straightforward: parsimony. You favor the simplest theory."

Scroll through postings to the newsgroups **alt.conspiracy** or **alt.conspiracy.jfk** for even five minutes, and it quickly becomes evident that parsimony is not a strong point of online conspiracy theory. Nor for that matter does it seem likely that skeptics will ever outnumber UFO believers and connoisseurs of the paranormal on the Net. Their online presence is small but at least it shows that the Net, like most UFO reports and Bigfoot sightings,


leaves plenty of room for
doubt

The Most Notorious, Ridiculous, Infamous, Ludicrous, Outrageous, Egregious, Humorous, Scandalous and Plain Old Wacky Events, Issues, People, Sites and Trends on the Internet in 1996.

THE IU 100

1996. It's finally almost over. Excuse us while we try to catch our collective breath. It's been an amazing year on the Internet. And we've had an incredible time trying to cover it all.

The Internet was everywhere, far and near, high and low. Every other TV commercial had a URL tacked on the end. Both comic heroine Cathy and *Friends'* Chandler found love online. Story-thirsty local TV newscasters played up sensational tales of online abductions. Magazine racks were stuffed to the gills with new Net publications. Stock racers had URLs printed on their spoilers. The Net even became a campaign issue.

There's really nothing like working a 12-hour day, covering nothing but the Internet, and then coming home only to be bombarded with reminders of it everywhere. It's like the old adage about working in a whorehouse (pardon the crude, but accurate analogy): sometimes it's hard to get excited.

This was the year that Bill Gates finally realized this Internet thing wasn't going to go away, and so decided that he might as well own it, too. Hell, he even took one of our editors.

And the hype. Every day there was a new product/site that was going to revolutionize the way the world spun.

One thing this year taught us is, don't believe the hype. Oh, don't get us wrong, we still believe the Internet is a wondrous place. But it's still about 10/90 proposition. Little wheat, mostly chaff.

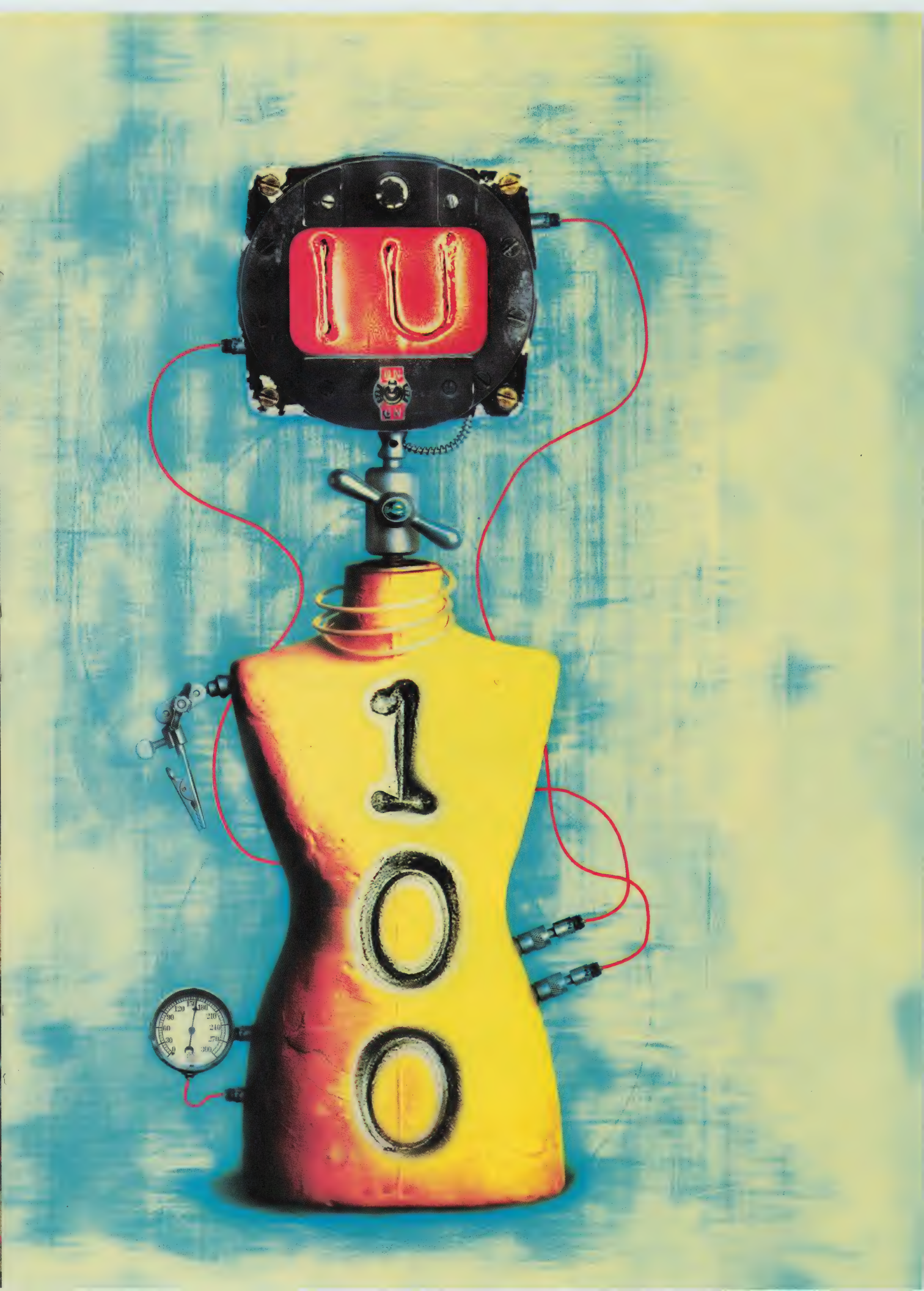
When there were only a few thousand sites on the Web, it was much easier to collect the wheat to make cut-and-dry editorial decisions. Nowadays, with thousands of new sites a day, and hundreds of product announcements and strategic alliances a week, we have trouble even finding the wheat, let alone gathering enough to make a bread stick. Do you follow?

Still, there's the nagging question of how to round-up the year, for you, the loyal reader. Working off of an outdated story line-up lurking in the bowels of our server, our art director went ahead months ago and commissioned the *IU* 100 trophy seen replicated on our cover and on the opposing page. So we knew we had to pick 100 something, but what?

We thought about the 100 best sites on the Web, but that seemed too pedestrian. Then we considered the 100 most influential people on the Net? That idea sounded like a sure cure for insomnia. We also tossed around the idea of leaving the pages blank as some sort of pretentious protest for some unknown cause.

Then it dawned on us, why not make the *IU* 100 a round-up of the most Notorious, Ridiculous, Infamous, Ludicrous, Outrageous, Egregious (think we used the Thesaurus feature in Word?) Humorous, Scandalous and Plain Old Wacky Events, Issues, People, Sites and Trends on the Internet in 1996?

IU 100 ART BY STEVEN BIVER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100—The Top 5% of the Web

Pointcom's ubiquitous Top 5% of the Web earns *IU*'s bottom 5% of the Infamous 100. *IU* loves the Net, but facts are facts—99 percent of the Web sucks. And so do four percent of Pointcom's indiscriminate picks.

99—URLs Everywhere

Actual places we spotted URLs this year: The back of a bus, a pint of Ben & Jerry's, countless billboards, even more countless TV ads, a jar of Ragu, several magazine covers, a bottle of Gatorade, the NBA sidelines, movie trailers and a tube of Metadent.

98—The Fruitabomber

Edmonton police said they were convinced that a young miscreant who was detonating "Molotov melons," explosive-packed watermelons, learned his craft on the Net.

97—Boors on the Web

Last year, Robert Toups went to bat against *Internet Underground* on behalf of his Web site, Babes on the Web. *IU* had criticized the boorish and gender-stereotyping media prank, then offered "Toupsie" a chance to rebut in print. Toupsie's rebuttal rivaled the original piece in length, and he wouldn't hear of having it edited. A spat ensued, he never wrote to word count, and his arrogant ramblings never saw the light of day, except on his own Web site. Oddly enough, Toupsie two-facedly bashed the magazine in public, but his private e-mails to staffers complimented the publication. Then the lawyers got involved...Anyway, at press time, his site hadn't been updated in eight months, and that's as good as dead on the Web.

96—Lambchop and "Movers and Shakers"

c|net tries to pass off children's puppeteer Sheri Lewis (the ventriloquist for "Lambchop") as a "Mover and Shaker" in their Feb. 27 "Mover and Shakers" column.

95—Forlorn Porn Horn Dogs

Microsoft turned in two former employees who were charged with allegedly using their computers to access child pornography on the Net. They both face up to a year in prison. Microsoft's point perhaps? No one leaves the family, no one!

94—See Ya in the Funny Pages

The comics section of the newspaper was invaded by cyberspace as cartoonists mined the Internet for all its comedic value. While Net jokes may work in *Dilbert* and *Doonesbury*, every time Cathy or Dave logged on we could only cringe. At least we could still depend on ol' Beetle Bailey for a good joke and traditional comic strip fare about overbearing wives and secretary-chasing.

93—Yahoo! Personal Ads

Yahoo! introduced regional classifieds that will not only help netizens find a used car or a nice puppy, but also an "Activity Partner, Pen Pal, Long-term Relationship or Alternative Lifestyle." The Yahoo! Personals form prompts users for mandatory information regarding body type: "Slim, waif-ish or healthy, slightly overweight." You can skirt through the entry form without revealing your ethnic background or religious preference, but the physical description field is merciless.

92—Playboy's Girls of the Internet

It's no surprise that a video tape named "Playboy's Girls of the Internet" would sell like buckets of ice in the Sonoran. What is surprising is that people tuned into the video's March kickoff party broadcast sponsored by AudioNet. The tech conversations were largely upstaged by shameless self-promotion, meretricious complimenting from the interviewer and gratuitous squeaks and giggles.

91—Celebrity chat with Elvis

In an historic event, seance participants posted the first-ever Internet "connection" with the King himself!

90—Dear Ann Landers, Get a Clue!

Although she doesn't have a Net connection, advice columnist Ann Landers hooed and hollered about the dangers of the Net in '96. Users tried to explain the benefits of the Net, but Landers was too in awe by letters and stories sent to her about chat room infidelity. Wait till she gets a load of #89.

89—Veterinarian Blackmail

In one of the most unusual chat room stories of the year, a Kansas veterinarian, Ron Hornbaker, plead guilty to charges of extortion—he blackmailed and threatened to beat up men who engaged in chat sex with his wife "Rita." Rita and Ron, however, were one and the same person. Hornbaker's *Crying Game* scheme came to end after a Rockford, Ill. man contacted the Feds.

88—The Shoecam

A retired high school teacher was arrested with a hidden camera in his shoe that he was using to look up the skirts of women. Where'd he get the idea for that? On the Net, of course.

87—Web Campaigns '96

The '96 presidential candidates' Web sites were about as (yawn, excuse me) exciting as the '96 presidential campaign. And then there are the parody sites that popped up all over the Web, at domains like **www.clinton96.org**, **www.dole96.org** and **www.whitehouse.net**, that have fooled thousands of unsuspecting dupes with faux Clinton and Dole campaign information. While the media whooped it up about the influence of political Web sites, users were instead checking out these other presidential candidate pages: Cornholio, Fidel Castro (The Ultimate Washington Outsider), Bob Drole, Fig

Bar Man, Scully/Mulder, Papa Smurf and the Cthulhu/Limbaugh ticket, for those "tired of choosing between the lesser of two evils."

86—Politician's Internet Gaffes

Inevitably, whenever politicians open their mouths to talk about the Internet, they say something silly (Sen. Pat Leahy and Rep. Rick White excluded). Our favorite line this year was Bob Dole's stilted reading of his Web address during the closing remarks of the first presidential debate. Dole forgot to note the "dot" between "dolekemp96" and "org," an honest, yet funny mistake. Second place goes to President Clinton for asking Vice President Gore why some links were highlighted blue when the two were surfing the Net during a photo-op.

85—Roger Stone

Stone, a volunteer adviser with the Bob Dole presidential campaign and one-time campaign chairman for Sen. Arlen Specter, was forced to step down after being accused of placing X-rated personal ads for him and his wife on the Net.

84—First the Bubonic Plague, Now This

Wayward rats were blamed for an incident that blacked out a day's worth of Internet access for a large portion of Silicon Valley. The rats not only knocked Stanford and Cal-Berkeley offline, but also about 400 companies connecting to the Net via BBN Planet, a major ISP that houses a server on the Stanford campus.

83—The Web is Not FDA-Approved!

Move over, Mr. President. Now the U.S. Food and Drug Administration wants to censor the Net. On Oct. 16-17, the agency held a conference to decide how to respond to the "problem" of discussions of drug use in America Online chat rooms and pharmaceutical companies that link to sites that offend the Feds' sensibilities.

82—The Bernie S. Saga

Ed Cummings, a.k.a. Bernie S., spent nearly two years in prison—five different prisons really—after being found guilty to the strained charge of intent to commit telecommunications fraud. Cummings' crime, equivalent in severity to littering and insulting the flag (by Philadelphia legal standards), led to a nightmarish journey through the prison system that would have had Franz Kafka shaking his head in amazement.

81—The Cyberstalker

Threatened by lewd and hateful e-mail messages, a Dallas couple sought out and won the first-ever Net-delivered restraining order this Oct. 15. No more. You hear me, no more!

80—Collectible Modems

We always thought modems were more of a utility than a collectible, but Netcomm, an Australian PC communications company, began marketing the world's first collectible modem: an AU$449 model emblazoned with the *X-Files* logo. Only 5,000 individually numbered modems were produced.

79—Rigging Contests

Winning contests became a lot easier this year as several Web sites provided answers for would-be participants. In particular, spoilers targeted Proctor and Gamble's Sunny D Scavenger Hunt—several sites were created just to list the locations of hidden Sunny D bottles on the Web.

78—The Death of WebReview

Quality Web sites don't die, they just fade away when there isn't enough ad revenue or enough loyal readers willing to shell out $20/year.

77—The Resurrection of WebReview

That is until some company comes along and decides it wants to sink some more cash into the project.

76—The FCC Gets a Crack at the Net

Democrats in the U.S. House of Representatives showed how Net-unfriendly they were on Sept. 12 when they blocked Republican-backed legislation that would have prevented the Federal Communications Commission from regulating the Internet. Here comes the FCC.

75—The Spot and Other Lousy Web Serials

74—Love in the Void

The Off-Broadway play *Love in the Void* debuts. The script? Forty-five pages of Courtney Love's bizarre Usenet postings. Rumors persist of a national dinner theater tour with Linda Lavin taking over the title role.

73—No More Monkey Business

Donna Rice Hughes, best known as the seductress who sunk Gary Hart's 1988 presidential campaign, resurfaced this year as communications director for "Enough is Enough," an anti-porn group that, beside having a name that recalls a Dick Van Patten sitcom, targeted the Internet.

72—Net Phones

They'd be great if there were anyone on the other end of the line. Unfortunately, the software for phoning over the Net isn't interoperable and has the sound quality of two Dixie cups wired with string between clubhouses.

71—Ace Up Their Sleeves

Of course online casinos are using specially designed logarithms to provide fair gambling odds. Did you ever have any doubts?

70—AOL's Hell in '96

It's the service everyone loves...to hate. The past year was not kind to AOL, as it struggled with security flaws, outages, severe stock falls, lawsuits, unforgiving hackers and chat room sex and murder scandals. Poor AOL, although not responsible for all of this bad press, was caught in the middle of just about everything that could and would go wrong with the Net in '96. See our timeline on the next spread, chronicling an AOL year that will live on in infamy...

#70 America Online: A 1996 Timeline

by Dave Cassel

JANUARY

1/1 AOL's New Year's resolution: "provide better connectivity"

1/3 Pranksters link Steve Case welcome letter to Keyword Dogface

1/31 20-cent-a-minute surcharge ended for Canadian users

FEBRUARY

2/8 No-background browser renders Web page blackout invisible

2/19 AOL loses 3,300 pieces of e-mail

2/23 AOL user receives five-year sentence for distributing child pornography

2/26 Divorce proceeds for subscribing couple after wife's affair with "TheWeasel" in AOL chat room

MARCH

3/4 Political refugee finds poems banned in Poetry Corner

3/4 AOL staffers bombed by the Unamailer

3/4 Dog-breeders complain that the word "bitch" is censored

3/6 Users conned out of credit cards by California teens

3/19 Obscene material distributed in Kids Only chat room

APRIL

4/1 Three-hour partial service outage

4/1 AOL stages "Life on Jupiter" hoax

4/5 Case announces new motto: "Do not give out your password"

4/5 Keyword "Olympics" announced

4/8 Browser bug thwarts customers seeking Olympic tickets

4/9 U.K. town of Scunthorpe confounds AOL's obscenity filter

4/13 Hacker tell-all Web page debuts (**http://www.netvirtual.com/blank/aol/**)

4/15 Copyright infringement threats made by AOL against hacker tell-all Web page

4/21 AOL chatters arrange real-life murder in New Jersey

MAY

5/6 "Terms of Service" becomes "Community Action Team"

5/10 Bill Gates parody area shut down following AOL alliance with Microsoft

5/20 Welcome screen plugs 30-million-year-old insects trapped in amber

5/22 AOL stock falls 27.3 percent in two weeks

5/22 A chat room blackmailer pleads guilty to extortion

JUNE

6/4 Raid on Warez chat room nets 38 of AOL's own staffers

6/9 Steve Case boasts 20-30 minute hold times eliminated

6/21 AOL confirms "discussions" with 14 state attorneys-general and the FTC

6/25 Chief Operating Officer fired after four months

6/26 Case tells *Washington Post* "We believe all the bad news is now behind us."

6/26 Maxell-sponsored bootleg area closed

6/26 AOL Visa Card introduced

JULY

7/1 A record 370,000 fake accounts created in three months

7/1 In three months 2,147,000 sign-up; 1,835,000 accounts canceled. Net growth: 312,000

7/5 One million download version 3.0; problems reported with installation and Net access

7/5 New software permanently disables newsgroup crossposting

7/6 "Before you sign off..." advertisements added

7/8 Three employees implicated in stealing customer credit card numbers

7/12 Terms of class action settlement published—six million free hours

7/24 Analyst calculates AOL is spending $224 for each member added

7/25 AOL finally reverses year-old English-only policy

AUGUST

8/5 AOL tells *San Francisco Chronicle* nationwide outages are impossible

8/7 AOL experiences 19-hour nationwide outage.

8/8 CNN runs quotes from alt.aol-sucks

8/9 Steve Case announces, "It's been a tough week."

8/9 Two women file $1 million lawsuit, alleging unauthorized bikini photos

8/10 "Mars life discovered" mistaken for hoax

8/10 AOL reports $33.6 million loss for the year

8/11 Steve Case holds apologetic online chat, offers 30-cent refunds

8/21 100 millionth disk distributed

8/26 NBA sues AOL for misuse of scores

SEPTEMBER

9/3 Offers 10 percent savings on four pound Hickory Farms beef sticks

9/4 Judge restrains AOL from blocking spam on their service

9/5 AOL starts charging users to read Steve Case letter

9/5 AOL creates keyword SPAM UPDATE

9/6 Keyword Sex stops pointing to "Entertainment;" now points to Health area

9/16 AOL abandons NASDAQ, lists stock on NYSE

9/30 Steve Case concedes, "Six months ago...we frankly had mediocre Web access."

9/30 Ads premier with Jetsons theme.

OCTOBER

10/1 Stock drops 11.2 percent

10/3 *Rolling Stone* reports one-fifth of AOL revenue is adult chat

10/5 AOL tries offering 50 free hours to new subscribers

10/7 Stock hits one-year low

10/8 Stock hits new one-year low

10/10 Stock hits new one-year low

10/10 "Checking AOL's stock" removed from TV ads

10/11 Stock hits new one-year low; 67 percent drop since May.

10/11 Case's girlfriend quits as Corporate Communications head

10/14 NASDAQ reaches record highs; AOL hits new one-year low

10/16 AOL signs $340 million deal for new modems

NOV.-DEC.

11/1 AOL prepares mailing of six million videotapes to shore up loyalty

12/23 5-year anniversary of first child pornography scandal

69—Traci Lords for Congress

Considering how hotly debated the issue of online pornography has become, an anonymous government worker's nomination of Traci Lords for Congress made complete sense in 1996. The campaign Web headquarters asked potential voters, "Who could be a better choice than one who entered the fray at the remarkable age of 15?"

68—AltaVista Ads

AltaVista Technology (**www.altavista.com**) decided to sell ad banners to capitalize on the fact that hundreds of thousands of people were visiting their site thinking it was the AltaVista search engine (**www.altavista.digital.com**). Several executives who purchased ads told *The Wall Street Journal* that they thought they were in fact advertising on the search engine.

67—Panix Attack

Unidentified hackers paralyzed New York service provider, Panix, for a week by flooding its servers with streams of packets bearing fake return addresses.

66—Hyping AOHell

Last winter, an issue of *Boardwatch Magazine* directed readers to the mag's FTP site for a copy of AOHell. But rather than finding the much-hyped hacker software there, visitors to the site received a statement from editor/publisher Jack Rickard, sounding somewhat Clintonesque as he explained that, although he agrees in principle with the philosophy of the software, he does not advocate using it to make life miserable for AOL users. Oh well, we hear the only thing AOHell's really good for is swearing in chat rooms, anyway.

65—*IU*'s Dissed List

While most people we contact for interviews are receptive, there were a couple of people this year that deemed us not worthy: Mario Cuomo, Perry Farrell, Michael Moore, Laurie Anderson, Bob Allison and Jennifer Aniston.

64—These People Are Perverts!

"Naked studs?" "Nude celebrities?" These are just a few of the searches that you'll find people looking for at Magellan's Search Voyeur (**http://voyeur.mckinley.com/voyeur.cgi**), which lets you randomly snoop on 20 searches that are being conducted at any moment. Oh sure, some people go the straight and narrow, researching "future blood bank lab technology," "berkley university ecology" or "graphic design job california," but it's not too surprising that a large number of requests are for smut. Added bonus: witnessing funny misspellings, like "hardcare sex."

63—Please Come to Boston

After meeting his dream girl in a chat room, a 15-year-old Illinois boy hopped on his bike to visit her—in Boston. Soon realizing that the 1,000-some mile bike ride might be impractical, he decided to take buses instead. After two days on the road, the boy walked 20 miles from a bus terminal to the girl's house, almost. Police stopped the boy a block from the girl's house and the boy was returned home to his parents without ever seeing the girl. Asked about the young Romeo's journey, the would-be Juliet said, "I was really shocked. I thought 'He must be psycho.'"

62—Just Please No Candice Bergen Ads

Stay with us on this one. First AT&T announced their WorldNet Internet service. Then MCI shockingly announced a service that would match the AT&T offer. Then, in another startling announcement, Sprint announced a service that would match the AT&T and MCI offers.

61—HTML Code is Art

Overlooking a federal copyright provision that gives Web page ownership to the HTML coder, a number of corporations were surprised to learn that they didn't own the Web pages that they had paid handsomely for.

60—The Ratings Game

The World Wide Web Consortium, with 22 industry organizations, authored the Platform for Internet Content (PICS), a labeling protocol that essentially allows users to create their own rating systems for the Web. The PICS standard boasts "self-regulation," yet it still concerns many users who believe it's just one more step toward Net censorship. Let's face it, with or without PICS, Congress' porn-bustin' cronies are going to try to censor the Net. Sen. Exon can hardly grasp the Net as a concept—is he really going to comprehend and embrace something called "PICS protocol?"

59—Alien Autopsy

While Fox aired its *Alien Autopsy: Fact or Fiction?* television special, netizens were hard at work, scrutinizing alien autopsy footage posted online. Impassioned debate occupied all too much time and bandwidth, as UFOlogists, special effects experts and ex-government officials sought out the truth. Thankfully, the Committee for the Scientific Investigation of Claims set the record straight—the autopsy footage is fraudulent. Gee, really?

58—The Smut Watchers

The SurfWatch and Cyber Patrol logos were perverted by content providers who were honored by the fact that they had been deemed "objectionable" by the site-blocking software programs. Other Web page content providers weren't as enthralled, particularly those posting "objectionable" material discussing issues of AIDS, safe sex, gun rights, feminism and homosexuality.

57—The Smut Catcher

An Occidental College student displayed a list of users caught downloading dirty GIF files and file names from the Internet. But not before long, his sysadmin asked him to discontinue his amusing "Smut-Catching" ways.

56—Iran Embargo?

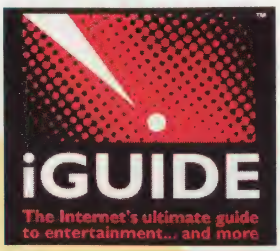
In mid-August, a U.S. National Science Foundation official briefly blocked crucial international links to Iran. However, nobody gave him permission. Civil libertarians were up in arms, calling the move unconstitutional.

55—The Slow Death of iGuide

At the start of the year, Delphi, or iGuide as it was soon to be redubbed, was set to re-debut as a well-financed challenger to AOL, and was backed by communication heavyweights MCI and Rupert Murdoch's News Corp. By the end of the year, iGuide was little more than a glorified online version of *TV Guide*. Media junkies and Murdoch bashers got a kick out of watching the ill-fated venture slowly hemorrhage. Some of the highlights:

Feb. 2—The partnership between MCI and News Corp. ends as MCI announces it will team with Microsoft to develop competing products.

Feb. 8—189 people are laid off before the public debut of the site/service.



March 4—Two top managers bail out.
March 6—iGuide allegedly receives between 500,000 and 600,000 hits daily.
May 1—Murdoch sells Delphi back to its original owners. Those owners inherit a service now boasting some 50,000 members.
July 9—iGuide sells its customer-support center and Internet network infrastructure.
July 31—A spokesperson says iGuide will shift its focus from Web site reviews to Internet-based content more closely tied to News Corp. properties. A dozen more layoffs of site reviewers were planned.

54—Cybercafés

Cybercafés went from geek to chic back to geek all in one year's time. It was nice to be able to access e-mail, Usenet and the Web away from the home or the office. But the Net's explosive popularity turned connected coffee shops into horrible newbie ghettos.

53—The McSpotlight

McDonald's got McScrewed by the Net in 1996, as the press gave more and more media attention to the McSpotlight Web page and the McLibel mailing list. The site and list were initiated to galvanize anti-McDonald's sentiment on the Net, particularly in response to the company's suit against two Brits, Dave Morris and Helen Steel. McDonald's filed a lawsuit against the pair in 1990 for libelling the company via pamphlets they released in the U.K. The pamphlets charged the food chain with exploitative labor practices and animal cruelty, among other things. This grassroots movement proved that the Net is mightier than the sword, the pen and the Big Mac itself.

52—Foul-Mouthed Judge

In open defiance of the Communications Decency Act, retired Texas judge Steve Russell let Capitol Hill have it with an obscenity-filled editorial that even made *IU* blush. *The American Reporter* was the first to publish the piece, which called Congress a bunch of @#$% as well as a bunch of @#$%. Wow!

51—The Net Made Me Do It!

Last December, teenagers from the hoity-toity Chicago suburb of Lake Forest, Ill., were charged with creating and passing counterfeit $20 bills in a Kenosha, Wisc., Taco Bell. The teens said they had gotten the idea, which involved a copying machine, tea bags, lemon-lime flavored drink mix and a microwave oven, off the Internet. Shocked high school officials said that the students couldn't have learned such a thing on the school computers due to usage restrictions, but promised to "take all security precautions one can take, *vis a vis* technology, to screen out any objectionable or inappropriate materials."

50—Live Nude Video-Teleconferencing

49—Chainmail

Are you as tired as we are of people sending you the good luck totem, the Neiman-Marcus cookie recipe, tasteless jokes, stale Top 10 lists and other assorted witticisms and homilies via e-mail? Please stop, please.

48—Fear and Loathing in Lexis-Nexis

This summer, word started getting around that Lexis-Nexis was re-selling access to a sophisticated database of personal information, called P-Trak. A spark of concern turned into a bonfire of bad P.R. all around. The grassroots movement against the P-Trak database was significant, and spoke well for the responsibility of netizens. However, some facts (about the availability of Social Security Numbers and mothers' maiden names) got overzealously distorted, and the story started to balloon out of control. Netizens came out looking jerky, P-Trak looked maligned, but the matter that's at the heart of it all is that collecting and connecting publicly-available data does create new risks for privacy.

47—Pranks and Spanks

HotWired staffers get bored. HotWired staffers get frisky. HotWired staffers make fake ad banner for local bar. On April Fool's Day, ironically, glitches ensue. Fake ad is accidentally put up on site. Angry e-mails fly around. Heads roll. You'd think HotWired would be a relaxed, liberal place to work, with patient and reasonable managers. You'd be wrong. In contrast, Sun Microsystems took down their entire site and replaced it with a parody site for April Fool's Day.

46—The Sincerest Form of Flattery...

...is outright plagiarism. In March, HotWired publicly accused c|net of stealing the wording of their help pages. Says Flux's Ned Brainard, "Note the order of questions. Note the wording of questions. Heck, note the text itself, starting with the very first question. Apparently the staff at c|net has found that the 'Save as Source' command on their browsers is the perfect tool to express flattery in the time-honored form of scrupulous imitation."

45—IBM's Olympic Intranet

Problems with IBM's much-hyped Olympic information system were well documented in the press, yet this item bears repeating. Journalists looking for a transcript of interviews

with Olympic shooters got the following message: "Today's events were won by a bunch of funny talking shooters that no one in the press conference could understand. Nobody cared, we are gone."

44—These AOL Bills Are Killing Me

AOL was blamed for a lot of things in the Internet community, but murder? Apparently so. Investigators in California, Mo., said that this fall, a 12-year-old boy apparently shot himself and his mother a day after they quarreled over the seventh grader's excessive AOL bills.

43—Too Much Caffeine

Coffee replaced exploration (Explorer, Navigator, Magellan) as this year's hot metaphor. To wit: Sun Microsystem's Java, HotJava and Java Beans, Borland International's Latte, Symantec's Café, Applix's Espresso, Natural Intelligence's Roaster, IBM's Arabica and Argus Systems Group's Decaf. With the hype surrounding Marimba's Castanet, we're already hedging our bets that musical instruments will be next year's big metaphor.

+ Canada

A Holocaust revisionist Web site in Canada sparked a raging political firestorm that spread to the British Columbia attorney general ministry, which has decreed that the Net should be regulated.

In July, the provincial authorities started talking about a plan to seize control of the Net, further boosting the temperature of this flamefest. Attorney General Ujjal Dosanjh promised to "look into it to see if there was some way to regulate [the Net] or whether it was feasible," ministry spokesman Brent Thompson said.

+ United States

See #83, #76, #69, #52, #37, #23, #20 and #1.

+ Cuba

Cuba allows access only to online information that is "trustworthy" and follows official government "ethical principles," the ruling Communist Party newspaper reported in June.

+ The U.K.

Bowing to increasingly ominous threats from Scotland Yard, most British Internet providers in August "voluntarily" started to block access to sexually explicit Web sites. Now the government is requiring that all netizens rate their Web pages as suitable for minors or not.

The British government also censored a paper "about" Internet censorship, according to the Sept. 18 issue of *Network News*. Seems as though the government report—sensibly enough—advised against requiring Internet providers to police their services, a recommendation the Brits didn't want leaked.

+ France

French netizens received a surprise reprieve in August when the country's high court said "Non!" to a Net-censorship law. The French Conseil Constitutionnel struck down two articles in France's telecom law that created a council to set guidelines for Internet content. France however, since 1990, has banned strong encryption software (like Pretty Good Privacy) that isn't approved by the prime minister.

+ Germany

The German government ranks among the most censor-happy: both undesirable speech on the far left and the far right must be banned, officials insist.

Early this year, Germany blocked access to Ernst Zundel's "Revisionist" Web site that denied the existence of the Holocaust. The cagey Zundel positioned his "Zundelsite" on an Internet provider in California, which state prosecutors initially cut off from Germany. But after the material appeared on mirror Web sites at universities in the United States, the Germans backed down.

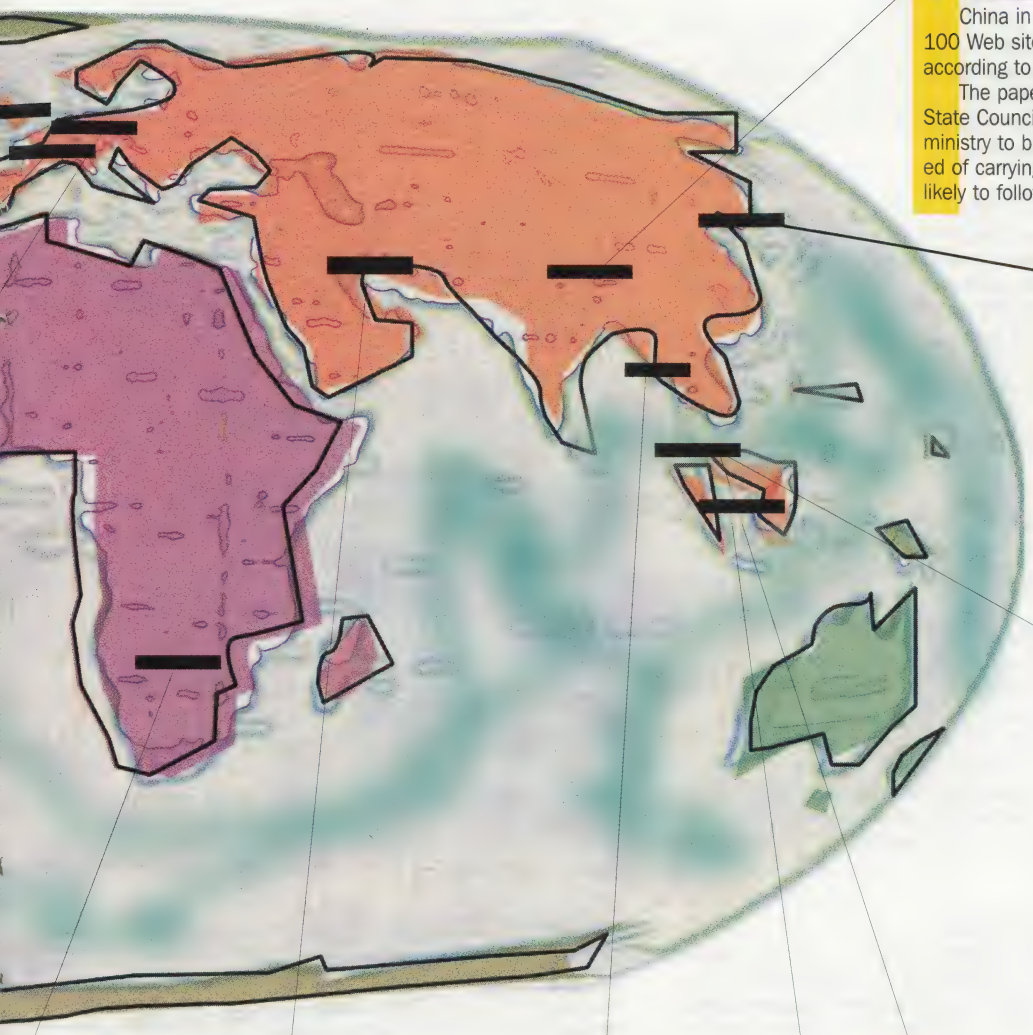
For a while, at least. Federal prosecutors in September successfully pressured Internet providers in Germany to block access to xs4all, an Internet provider in the Netherlands that hosts a leftist newspaper.

+ Zambia

Zambian President and Dictator-for-Life Frederick Chiluba has made a career of intimidating, harassing, arresting, and censoring those who disagree with him. Now his attempts to muzzle his critics have reached the Net—specifically, Zamnet, the only Internet service provider in this impoverished African country.

One particularly vile example of Chiluba's state-sponsored terrorism came in early February, after *The Post* newspaper published a report revealing the government's plans to hold a referendum on the adoption of a new constitution—plans Chiluba hoped to keep secret to the disadvantage of his political opponents. True to form, the hypersensitive Chiluba ordered his forces to invade the newspaper's office, ransack the paper's files, arrest the editors and stop the presses. Security forces then sealed the offices of *The Post*.

Then, on Feb. 16, Zamnet removed the online copy of the Feb. 5 issue after police threatened a raid.



+ China

China in September blocked access to as many as 100 Web sites including leading U.S. newspapers, according to *The Wall Street Journal*.

The paper quoted one Chinese official as saying the State Council Information Leading Group ordered the ministry to block access to one batch of sites "suspected of carrying spiritual pollution," with a second group likely to follow soon.

+ North Korea & South Korea

North Korea in August blasted South Korea for allegedly blocking its citizens' access to North Korean Web sites.

What the North Koreans lack in technical sophistication, they make up for in bluster. "What they (Seoul) should block is not the North Korean page but the U.S. channel dealing with methods of murder and robbery and pornographic scenes too shameful to watch," UPI quoted officials' North Korean propaganda as saying.

+ Malaysia

Malaysia demonstrated its commitment to Net freedom in July when a government bureaucrat said: "We have not censored the Internet, so the free flow of information is very much the order of the day."

That is, except for "offensive materials like pornography" that remain illegal in Malaysia.

+ Kuwait

Fearing "sin-inducing" material, Kuwait is curbing Internet access. An Islamist Kuwaiti deputy in August said: "It [Internet] carries material...inducing sin...Concerned government bodies should take the measures they envisage to prevent viewing all material breaching our belief and values on the information network, the Internet."

+ Burma

In Burma, owning a computer with "networking capability" is punishable by up to 15 years in prison.

+ Singapore

Hardly a bastion of freedom, Singapore surprised no one this summer when the government announced it would license Internet service providers and censor "content which may undermine public morals, political stability and religious harmony." On Sept. 14, it stepped up its attack on the Net by blocking access to undesirable overseas Web sites.

In a letter sent to George Yeo, Singapore's Minister for Information and the Arts, Human Rights Watch/Asia wrote: "By banning such subjects, a chill will be sent through the online community in Singapore, and will render the Internet essentially useless in allowing any kind of serious discussion."

+ Indonesia

Indonesian democracy activists have taken their fight for freedom to the Net, and the government doesn't approve.

After distributing e-mail messages about riots in Jakarta in July to an international Indonesian-politics mailing list, Prihadi Beny Waluyo, a lecturer at Duta Wacana Christian University, was arrested and interrogated by the military. Since then, the mailing list reportedly has been banned from the country and Waluyo has returned to his house, where he remains under surveillance.

42. World Wide Censorship

In 1996, the U.S. wasn't alone in their efforts to censor content online. With the entire world linking up, all sorts of firery debate ensued over pornographic, political and sociological content. Can't we all just get along? Perhaps not. Here are a few examples of unfortunate Net censorship that occurred outside of U.S. borders.

by Declan McCullagh

41—SPAM Disk Epidemic

Nearly 95 percent of all Americans suffered from the SPAM disk epidemic in 1996. Hundreds of millions of disks (enough to circumscribe the globe) were bundled with everything from magazines to boxes of condoms and prompted users to create pages dedicated to finding alternate uses for all of the wasted plastic.

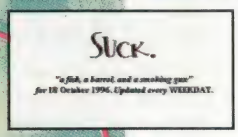
40—Patently Offensive

What rock did these guys crawl out from under? e-Data claims to own a patent (#4,528,643) that represents much of today's electronic commerce over the Web. So far, they've sent out 25,000 amnesty packets to companies they say are violating their patent. If you're selling goods over the Net, you too may be slapped with an e-Data lawsuit. Following e-Data's lead, *IU* has patented a system that represents the way that magazines are sold on newsstands. We hope to make a killing.

39—Mitnick Mania

Three books on notorious computer outlaw Kevin Mitnick (*The Cyberthief and the Samurai*, *The Fugitive Game* and *Takedown*) are published concurrently. Nobody reads them.

38—Suck Sells Out



When the sucksters sold their site to HotWired in late '95, we quietly waited for the site to become a mouthpiece of the man. When version 2.0 debuted in early May, complete with frames and Java-enhanced, browser-crashing ads, we knew the end was near. When *Wired*, *Rolling Stone* and *Time* ran pictures of co-creator Carl Steadman in the same month, we thought, "This is it." Well, we're still waiting.

37—Snooping Feds

Afraid of being seen as soft on terrorism, Congress caved in to increasingly shrill demands from the FBI on Sept. 30. That's when they passed an elephantine six-agency spending bill that included an unlimited slush fund that the Feds will use to expand their wiretap abilities. Look out Net.

36—Anonymous? Yeah, Right...

Paranoid security freaks have long hypothesized that the Feds don't really need to bother with search warrants and code-cracking; the surest way to read secret e-mail would be to infiltrate the anonymous-remailing community and trick users into routing e-mail through government machines. In April, this urban legend took on respectability when, for the first time, it was discussed by security professionals at a Harvard symposium. Be safe, kids; encryption is to e-mail what condoms are to sex.

35—Warez Pirates Busted— ISPs Dragged Into the Fray

The Software Publishers' Association officially began its crackdown of software piracy in June, when they filed suit against a Seattle man who had allegedly been trading warez. This came as a shock to netizens who were used to watching the SPA busting big companies, while leaving the little guy alone. The fight for what's right got ugly in October, though, when the SPA started charging ISPs as accessories to piracy, demanding that they monitor and censor user content.

34—The $500 Box

Oracle's Larry Ellison spent much of '96 hyping the $500 network computer, a dumb-downed box with a fast processor, Net connection and little else. This stripped down PC sounds like the Yugo of the computer world. Will it sell or is it a lemon? Do we care?

33—But Just Wait 'Til The Cable Modems Get Here

We've heard that cable modems will be a panacea for the Net's current lameness. Just remember: Even if you drive a Porsche, it won't make the line at the Wendy's drive-through move faster. And you can't do your Net stuff fast when there's server lag.

32—The Unamailer

A hacker, operating under the *nom de plume* Angry Johnny, briefly became public enemy No. 1 after he flooded the e-mail boxes of journalists and public figures with thousands of messages by signing them up to hundreds of automated mailing lists.

31—We Hardly Knew Ya

Interchange network, the original MSN, eWorld

30—The Net as Plot Device

With Hollywood realizing that the Internet, by itself, does not a good movie make (*The Net*, *Johnny Mnemonic*, etc.) or TV show (*Dweebs* in '95), it instead was reduced to a mere plot device in '96, playing a prominent role in everything from the *Friends* season finale to summer blockbuster *Mission Impossible*. The ultimate measure of mainstream acceptance? A made-for-TV movie about the Net, NBC's *Deadly Web*.

29—Try "Me Also"

Users who respond to Usenet postings with the message, "Me too," or any variation thereof, will be punished. The "Me too," list sees to that—the Web page has been posting a blacklist of sorts that links to the e-mail addresses of users with poor "Me too" netiquette. For newbies, the Net maintains more manner rules than a royal tea.

28—The Seven Deadly Newsgroups

Bowing like girly-men under pressure from Germany, CompuServe removed over 200 Usenet newsgroups from their service earlier this year, including a number of forums about homosexuality. After receiving negative media publicity and tons of complaints, CompuServe brought back all but seven groups: alt.binaries.pictures.erotica.pre-teen, alt.binaries.pictures.erotica.young, alt.binaries.pictures.erotica.teen.male, alt.sex.bestiality, alt.sexpedophilia.pictures, alt.sex.pedophilia.girls and alt.binaries.pictures.erotic.senior-citizens. Senior citizens get no respect.

27—The Good Times Virus

The Good Times Virus is a hoax. We repeat, it's a hoax. It's beyond us why this won't go away, but then again people still believe Walt Disney is frozen. Maybe it's time to flood the Web with public service ads starring J.J. "Dyn-o-mite" Walker.

26—Silly Law Suits

Where there's money, there's potential law suits to file, and this year the Internet became the arena of choice for enterprising lawyers looking to further bog down the justice system. Our vote for the silliest: Miss King's Kitchens, maker of the "Original Texas YA-HOO! Cake," sued Yahoo! over their shared moniker. It seems the bakery was first alerted to the problem when several customers complained that their delicious baked goods yielded no results for even the simplest of searches.

Anxiously awaiting the results of the trial are the makers of Lysol Disinfectant and Spiderman, the original Webcrawler.

25—The Letter S

Can you match the following suspiciously similar surnames with their site descriptions?

1. suck a. A daily dose of RealAudio blabber
2. spiv b. A daily dose of cynicism
3. stim c. A hip version of the *New Yorker* for the Web
4. salon d. A stale version of the *New Yorker* for the Web
5. slate e. Prodigy's attempt to appeal to Xers
6. spanq f. Ted Turner's aborted attempt to appeal to Xers

Answers: 1-b, 2-f, 3- e, 4-c, 5-d, 6-a

24—*Slate* or Stale?

After all the fanfare died down, Web users realized that Microsoft's *Slate* was nothing more than a traditional newsstand magazine formatted in HTML. The jury is still out as to whether readers will pay for it—but don't think that'll stop *Slate* from making its way into your home. As Stale.com, a brilliant parody of the Michael Kinsley-edited publication, explained, "You will read it because it demands to be read. Ignore us now, but sooner or later, [*Slate*] will be bundled into your operating system and you'll have no choice."

23—The Rimm Porn Study '96

In February, Department of Justice attorneys slid to a new ethical low when they filed a debunked and deceptive cyberporn study as evidence of smut on the Net in the Communications Decency Act lawsuit. Perhaps they forgot that lawyers are barred from submitting misleading documents to a court. The research paper by former Carnegie Mellon University undergraduate Marty Rimm had appeared on the July 4, 1995 cover of *Time*, which Sen. Charles Grassley (R-Iowa) waved on the Senate floor as justification for Net censorship. It might have worked, if not for the efforts of academics, reporters and lawyers on the WELL conferencing system who exposed Rimm's dubious claims and unethical "research" practices. However, since Carnegie Mellon administrators endorsed Rimm's study, they continue to stonewall any internal investigation of its many disturbing ethical violations.

22—Le Grande Secret

Bowing to arguments from the late French president's wife, a Parisian court on Jan. 17 banned a tell-all book penned by Francois Mitterrand's longtime personal physician. But by the time the court acted, 40,000 copies of *Le Grand Secret* already had been sold. One delighted reader, after devouring the intimate details of his former leader's bout with prostate cancer, decided to scan in the pages and use the accompanying publicity to hype his "cyber-cafi." He was later arrested—ostensibly on unrelated charges.

21—OK, It Was Clever Once...

...but cut it out. Nobody's tricked by people tipping the META fields in their favor by filling them with naughty words repeated over and over. It's not nice to fool Mother Internet.

20—Bill Buffoonery

Georgia House Bill 1630 was perhaps the most bone-headed piece of legislation to be passed into law in 1996. In a nutshell, the law makes it illegal for Georgia netizens to maintain false identities (i.e., numerical CompuServe addresses) and makes it difficult or illegal to link to another site without permission.

19—SPAM

SPAM, SPAM, SPAM, SPAM. These annoying mass e-mailed or Usenet posted advertisements, were the scourge of the Net in '96, hawking everything from dubious legal services to blueprints of Fat Man & Little Boy. Online SPAM hunters particularly slugged it out with self-anointed SPAM King, Jeff Slaton, whose hated SPAM practices resurface from time to time. If only Letter Man were here, to help turn SPAM KING into SPANKING.

18—Cookie Technology

It sounds innocuous enough, but basically the cookie functions as yet another privacy invader on the Net. They essentially allow server access to wherever the client has been on the Web, which comes in handy for snooping marketers and results in a lot of unsolicited sales pandering. It's mostly harmless, but we think the tech is crumby.

17—Senator Exon

16—Virtual Rape?

Stories of "virtual rape" started making the rounds, most notably in Sherry Turkle's book *Life on the Screen*—the idea being that assault on your cyberspace persona could be as psychologically traumatic as a "real life" rape, proving we carry both the best and worst of our psyches into the online arena.

15—Hoarding Domain Names

Throughout the year, we waited on the edge of our chairs to see the fruits of Procter & Gamble's domain-name-grabbing spree of 1995. The company, makers of a wide range of hygiene products, seized names for said products, then went on to claim names for dozens of embarrassing afflictions...including pimples.com, dandruff.com and diarrhea.com. To date, they've only colonized a few of the sites; most just send you back to the company home page.

14—It's Deja News All Over Again

This was the year that the Net community slapped itself on the forehead with a vengeance. Posts to newsgroups usually expire within a week or two, and netizens have long assumed that their childish flames and bad poems lay down decently in their graves and die peacefully. However, Deja News, the largest Usenet archive in existence, provides posts back to May 1995, and the service will soon archive back to 1979. Privacy forums boiled over with indignation throughout the year as people fumed about this "invasion" of privacy...often prompting the response, "Well, if you didn't want people to read it, why'd you post it to a worldwide computer network?"

13—Prophecies of Doom

Like anxious Californians waiting for the big one to strike, at press time we were still anticipating the apocalyptic Internet breakdown that so-called experts keep predicting. Outside of the 19-hour AOL hiccup (see #70) and some mischievous rats (see #84), the Net has proved as surprisingly resilient as Tony Danza's acting career.

12—24 Hours in Cyberspace

A valiant attempt to prove that people use the Internet for more than trading doctored GIFs of Teri Hatcher, this much ballyhooed event/site/over-priced coffee table book proved that people will basically ignore such valiant attempts.

11—Web Sites Hacked

What started in 1995 as a good joke, when hackers marred a Web site for the movie *Hackers*, became the political statement of the moment as unknown hackers defaced the home pages of the Dept. of Justice and the C.I.A. (cleverly renaming the organization the "Central Stupid Agency"). Other victims included the Nation of Islam and security expert/Mitnick nemesis Tsutomu Shimomura (see #39). In early October, President Clinton signed the The National Information Infrastructure Protection Act which, among other things, made it a felony to trespass in a computer system.

10—Domain Name Disputes

Nothing makes for a better story than a good old fashioned domain name dispute. The typical scenario goes something like this: Innocent individual reserves a domain name with InterNIC. Big company decides it's time to get on the Internet and finds that their preferred domain name is being used by innocent individual. Big company has big law firm send threatening letter to individual. Individual, being somewhat savvy, creates a stir, making big company look like a bully. Big company complains to InterNIC. InterNIC, preferring to be sued by individual than big company, defers the dispute to its new dispute policy that greatly favors big company.

Here are our picks for this year's best disputes.

Underdog: Merrit Island Technologies, which provides space for a non-profit disabilities/handicapped BBS that gives free Net access to the handicapped, disabled and elderly
Bully: M.I.T., a big ol' university.
Dispute over: mit.com (even though M.I.T. is housed at mit.edu)
Result: Cooler heads prevail and Merrit is allowed to continue to use mit.com as long as it forwards mail intended for M.I.T.

Underdogs: Phillip L. Giacalone and his son Ty
Bully: Ty, Inc., a stuffed animal company
Dispute over: ty.com
Result: Settled out of court with Ty, Inc., winning the domain name, and Giacalone winning a generous cash settlement.

Underdog: George Myers Jr., creator of *george jr.*
Bully: John F. Kennedy Jr., creator of *George*
Dispute over: georgejr.com
Result: Case currently in court.

Underdog: Lawyer Ari Goldberger's ESQ.wire site
Bully: Hearst magazine *Esquire*
Dispute over: esqwire.com
Result: Case currently in court.

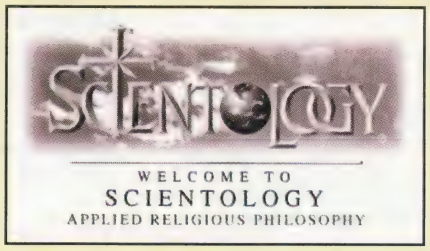
Underdog: People Eating Tasty Animals site
Bully: People for the Ethical Treatment of Animals
Dispute over: peta.org
Result: Domain name on hold.

9—Bye, Bye, anon.penet.fi

Beloved anon.penet.fi, oh how thou hast been violated. On Aug. 30, frustrated by the Finnish court's insistence that the anonymous remailer's database be made available to them (to determine the true name of a penet.fi user), owner Johan Helsingius pulled the life-giving plug. "It was neither accusations nor harassment, but the fact that a recent legal change left the privacy of e-mail in a rather unclear state," Helsingius explained to *IU*. Among the 500,000 penet.fi users cut-off from the remailer: users of alt.abuse.recovery, misc.kids.health and soc.support.depression.treatment.

8—The Church of Scientology vs. The Net

Scientologists have been up in arms ever since a mysterious user, Scamizdat, posted secret copyrighted scriptures to the tempestuous Usenet group alt.religion.scientology (a.r.s.). Filing one massive lawsuit after another, the Church has locked horns with a number of ISPs and operators of anonymous remailers in an attempt to disclose the true name of the culprit. Despite any hard evidence, the Church has picked on netizen Grady Ward for the violation. Backed by thousands of other netizens, Ward and anti-Church activists have retaliated in kind, filing million dollar counterclaims, and posting site after site exposing Scientology scandals and bullying tactics. The battle dates back to a.r.s.' beginnings in 1991, but has never been more hard fought than in 1996. And 1997 looks to be as bloody.

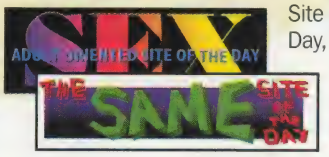


7—Encryption Woes

Although PGP and other powerful encryption technologies (technologies that privatize forms of electronic communication) are already in the hands of the world, the White House and Capitol Hill refuse to pass legislation allowing companies (like Lotus) to incorporate them, unrestricted, into their software. And it's killing American business abroad. The Feds, the CIA, the DOJ, they all want backdoor "keys" into all manners of communication, but we say just give it up, you snoops!

6—Arbiters of Cool

When is enough, enough? There's Cool Site of the Day, Crappy Site of the Day, Same Site of the Day, Site of the Moment. Curses! May a horrible insect swarm consume the next person to post a new "site of the day" page.



5—Paying for Domain Names

1996 witnessed the Net community getting used to thinking of the InterNIC as a public utility; domain name fees of $50 per annum were announced back in 1995. Now reaping tens of millions of dollars each year, InterNIC, in June, initiated a high-

ly-publicized shut-down of over 9,000 sites that were delinquent in paying their fee. Unfortunately, they made a wee mistake in their big stab at net.discipline: they pulled the plug on MSNBC shortly before their much-ballyhooed debut, despite the fact that MSNBC had ponied up the $100 fee. What's more, in the weeks before the big shut-down, people that desperately tried to phone in renewals were thwarted by the fact that InterNIC only had 16 incoming phone lines. High-tech, eh?

4—The Net Stinks of IPO

Wall Street's love affair with the Net resulted in a lot heartbreak in 1996. With horseblinders on, investors madly sought out and gobbled up Internet stocks as though there were no tomorrow. In late 1995, Netscape set the pace with its initial public offering at a price of $28 a share. Two months later, the stock rocketed to $150 a share, and later split 2-for-1 (and hit a 52 week low of $32.13 a share). Following its lead, a slew of other tech companies went public, most of them young, overvalued and deep in the red. Even Wired Ventures took a disastrous shot at going public, arrogantly valuing itself at $447 million It was one of the fews IPOs Wall Street actually balked at. At press time, Wired once gain planned to go public, this time valuing itself at a slightly less arrogant $294 million.

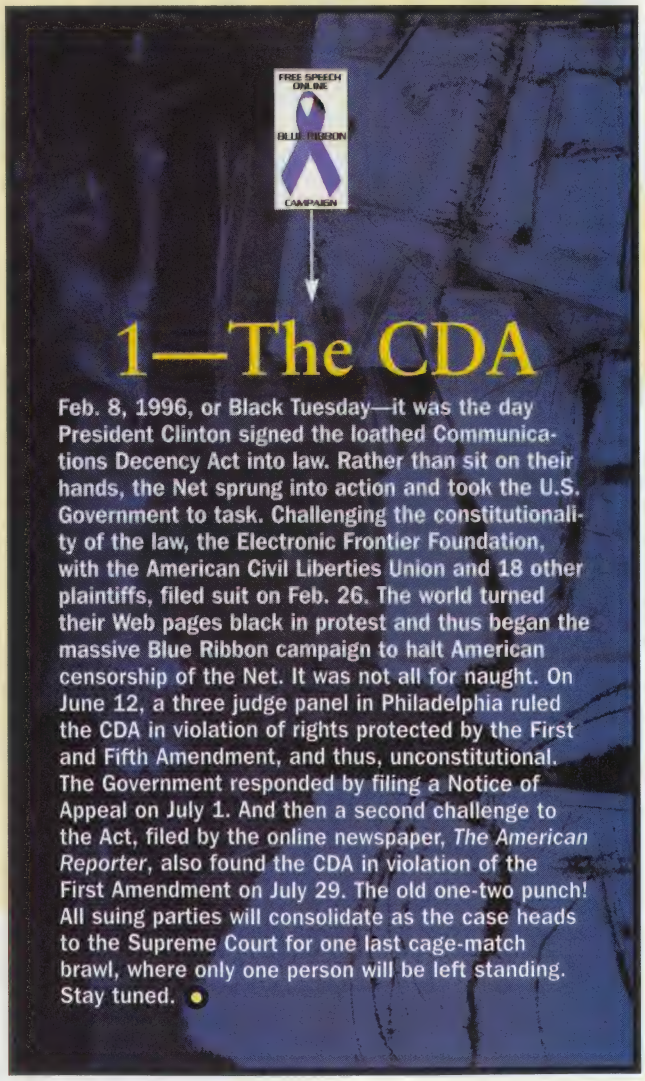
3—Pretty Good Privacy

Hallelujah! Jan. 11, 1996, marked the end of the ridiculous three-year long government investigation of Phil Zimmermann, the author of Pretty Good Privacy encryption software. With little explanation and much embarrassment, the Feds decided not to indict the beleaguered software-consultant-cum-hero on criminal charges of "exporting munitions" for publishing PGP on the Net, and the cat was let out the bag on FTP servers around the world. To this day, Zimmermann is a poster child for privacy rights, and PGP's dual key system ensures strong and simple cryptography for the average citizen.

2—The Browser Wars

Ignore the cola wars, Coke vs. Pepsi, and the burger wars, McDonald's vs. Burger King—this year, all of the excitement was generated in the third installment of the consumer products battle trilogy, the Browser Wars, Netscape vs. Microsoft. Time was, that Netscape Navigator ruled the browser market. Riding high on the millions earned from their lucrative

IPO and enjoying a virtual monopoly (the AOL Browser? Please), the Jim and Marc show was the toast of the town. Then Bill stepped up to the plate. The first version of the Explorer browser reeked, but Gates and Co. retreated, retooled, and by the time 3.0 was released, Microsoft had created a virtual copy of Navigator (just as Windows 95 aped the Mac OS). Internet magazines ran elaborate cover stories reporting breathlessly from the front lines of this virtual war. With nearly identical products—the major difference being whether you like watching an asteroid shower behind a giant monolithic "N" or a single meteorite orbiting a half globe/half "e"—the two mortal enemies turned to content alliances to lure customers. Now, with both companies feverishly pushing 4.0 versions to the market, it's time for us to let them in on a little secret—the winner will be the one that continues to give it away for free. As long as they're both free, users will just grab which ever icon is more convenient to double click on (unless, of course, it's bundled with an operating system). And while these two behemoths continue to battle it out to see who'll take Browser of the Year honors at next year's gala c|net Awards, we'll be sitting on the sidelines sipping a cold RC, eating a Wendy's burger and rooting for Lynx.



1—The CDA

Feb. 8, 1996, or Black Tuesday—it was the day President Clinton signed the loathed Communications Decency Act into law. Rather than sit on their hands, the Net sprung into action and took the U.S. Government to task. Challenging the constitutionality of the law, the Electronic Frontier Foundation, with the American Civil Liberties Union and 18 other plaintiffs, filed suit on Feb. 26. The world turned their Web pages black in protest and thus began the massive Blue Ribbon campaign to halt American censorship of the Net. It was not all for naught. On June 12, a three judge panel in Philadelphia ruled the CDA in violation of rights protected by the First and Fifth Amendment, and thus, unconstitutional. The Government responded by filing a Notice of Appeal on July 1. And then a second challenge to the Act, filed by the online newspaper, *The American Reporter*, also found the CDA in violation of the First Amendment on July 29. The old one-two punch! All suing parties will consolidate as the case heads to the Supreme Court for one last cage-match brawl, where only one person will be left standing. Stay tuned.

ON THE NET WITH...

The Real KRAMER

Q: On the hit Thursday night NBC TV show ***Seinfeld***, which of these preposterous entrepreneurial schemes was not dreamt up by Cosmo Kramer?

A. A cologne that smells like the beach.

B. The male support product, the "Manzierre" (also known as a "Bro").

C. A coffee table book about coffee tables.

D. Kramer's Reality Tour.

The answer, of course, is "D"—even the most casual ***Seinfeld*** fan should remember the classic episodes with the beach cologne, the "Manzierre" and especially the coffee table book. As for Kramer's Reality Tour, well, that scheme wasn't dreamt up by Cosmo Kramer, but by Kenny Kramer, a Manhattanite who happens to be the real-life influence for Jerry's wacky, across-the-hall, neighbor.

Confused? Let's start at the beginning. Back in 1989, Larry David and Jerry Seinfeld created the TV show "about nothing," basing episodes mainly upon Jerry's stand-up act and Larry's real life experiences. In fact, the character George is based on Larry, and, well, we all know who Jerry is based on. For most of the '80s, Larry lived across the hall from Kenny Kramer. So when it came time to create an across-the-hall neighbor for the show, it made sense that they base him on Kenny. In fact, Kenny's apartment is the real-life equivalent to Jerry's TV apartment.

By Alex Gordon
Photos By Gail Shust

. . . Unleash a Spi
We will reach into every corner of society. We will
barriers among the people. We will stand with each o
We will bring into being a new spirit of resistance and
We will not allow the government to execute Mumia
Every new attack will be met with increasingly strong
We will begin in October, and go forward from there
movement we need.
To the racists and women haters,
the gay-bashers and welfare slashers,
prison builders and executioners,
THE FUTURE IS NOT YOURS!
ke Octob
ional mo
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It's Right to Rebel!
Books to Chan
The
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PLEASU
Meet The
Inspiration for
Seinfeld's Cosmo Kramer,
Real Life's Kenny Kramer.

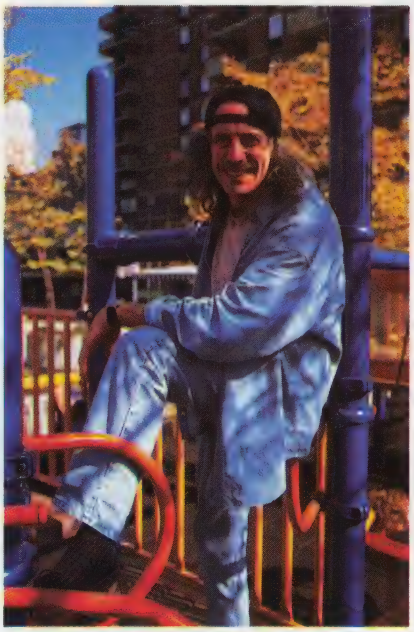
Now, about that Reality Tour. Unlike the TV show character's absurd entrepreneurial projects, the real Kramer's equally farfetched project is a success. Every weekend, eager fans of the TV show pay Kenny $37.50 each for the chance to hear the real-life stories behind the show's plots and to actually visit some of the real-life spots made infamous by the program. After starting with a brief multimedia presentation by Kenny and his partner Bobby Allan Brooks, thirty or so ***Seinfeld*** fanatics load onto a tour bus. Over the course of two hours, they traverse Manhattan, stopping briefly at such attractions as the movie theater where Elaine went to buy Jujyfruits before visiting Jake Jarmel in the hospital, the delicatessen where Jerry stole the Marble Rye from the old woman, the medical center where Kramer flipped the Junior Mint into a patient during an operation, and, of course, the Soup Nazi's Midtown eatery.

Want to know more about the tour? Punch up **http://www.bway.net/~kramer/** and visit The "Real" Kramer's Home Page (just as on TV, Kenny is not master of his domain; "kramer.com" is held by a software services company). At this sprawling site, you'll not only find pages promoting the tour, but unique features like "Kramer Cooks," where Kenny promises to, someday soon, post his favorite low fat, nutritious, mostly vegetarian recipes ("No Beefarino Here," the page proudly proclaims, which will be welcome news to anyone booking a Handsome Cab ride). There's even a Shocked version of the site.

Yes, in real life, Kramer is fully wired. Who knows how many "Manzierres" Cosmo could have sold if he had set up a Web site? For the real Kramer, having a Web presence has given him and his tour increased worldwide exposure. For instance, after stumbling upon the site, a group of New Zealand ***Seinfeld*** fanatics asked Kenny to visit their county and give a virtual version of his tour. In February, Kramer will do just that, using a PowerBook and PowerPoint projection. "They're giving me an enormous amount of money and first class air and hotels—I insisted upon it."

Lanky, with wild wiry hair, and a jocose sparkle in his eyes, Kenny Kramer, 53, bears a passing physical resemblance to TV's Cosmo Kramer, who is played by Michael Richards. But it's only after spending some time with the real Kramer that the similarities between Kenny and Cosmo, and vice versa, become startlingly apparent. Several times during the course of our conversation I found myself thinking, "That is so 'Kramer.'"

For instance, in one episode of the show, the fictional Kramer discovers that he has the "kavorka," or the charm of the animal, as he persuades a lesbian to "switch back." It turns out that in real life, Kenny may have a little of the kavorka too. Via e-mail, he's become fast friends with a Buddhist nun living in Western Australia. Kenny thinks the nun may be having second thoughts about her vow of celibacy. The two have exchanged several e-mails and pictures, and lately, "the letters



started ending with love and hugs and kisses," Kenny says.

"She said, when I come to Australia we're going to have to start seeing each other, but I'm not sure if we can call it dating."

And while the real Kramer has never worked as Bette Midler's personal assistant or been an adult ballboy at the U.S. Open Tennis Tournament, a look at his résumé reveals why he's been such a big inspiration. In addition to a decade-long stint as a stand-up comedian, Kenny invented and sold electronic disco jewelry in the early '80s, coached karate and was the voice of several characters for CD-ROM versions of Penthouse Comics. It was during the recording of the CD-ROMs about three years ago that Kenny first discovered the Internet.

"There was a lot of waiting around, because we'd be doing stories I wouldn't be in, and the girls were recording phone sex," Kenny recalls. "The office was totally Mac-ed out, and they were on the Internet and so I just got onto Netscape for the first time and I said let me see what happens. I put ***Seinfeld*** in and zoom, zoom, zoom—all this stuff started happening."

"From then, I started getting into it and I knew: This is the future here, this is the most exciting thing that's happened since Marconi invented the radio. I just realized the implication of what was going on here. And so it has come to pass. The president of the United States is now saying that by the year 2000, every kid in every school will be on the Internet."

About a year ago, Kramer says he finally decided it was time he cashed in on his and the show's notoriety, so he devised a CD-ROM called ***Kramer's New York***.

"The idea of ***Kramer's New York*** is that the character, Cosmo Kramer, knows where to get bargains, how to get things for wholesale or below cost, where you go to eat for nothing, get in the theater for free and how to end up playing naked backgammon with Elle McPherson. I decided to put together a CD-ROM that was to be a database of everything you need to thrive and survive in New York City."

Larry and Jerry both thought it was a great idea. Kenny says that Jerry even offered to appear on the CD-ROM, but in shopping it around, Kenny was repeatedly told he needed some entertainment content on the CD-ROM, in order for it to be a hit.

"The thing about people who know me as Kramer that always fascinates them is what are the similarities, what are the differences, what happened in real life. So, I had this thought that it was going to be like a ***Seinfeld*** reality check...and just as I had this thought, underneath my window a Grayline double-decker sightseeing bus drove by and I said, 'I'll make it a tour.'"

Kenny then picked up the phone, and within two minutes, he had a meeting set up with the president of Grayline Sightseeing Tours scheduled. At this point, Kenny still thought the tour would be a one-shot deal to be filmed for the CD-ROM, but the Grayline people had a different idea. They wanted to make the tour a regular feature. Talks soon broke down between the two parties, as it became increasingly evident that Grayline was not the right partner for the iconoclastic real Kramer.

"I decided, 'You know what? I'm going to grow this thing myself. To hell with everyone. I'm going to rent my own bus, rent my own theater and I'll do my own tour. Do it small and grow it,'" Kenny recalls.

By a stroke of luck, Kenny happened to have the phone number of ***The New York Times***' John Tierney, who had called him a year earlier for a story. Before the final details of the tour had been hammered out, he pitched the idea to Tierney and the result was a story on the front-page of the ***Times*** Metro Section.

Despite the rumors, a lot of people still

read newspapers. Kenny says he received 7,000 calls in the five days after the article ran, and sold out 10 weeks of tickets. The day the article appeared, he did interviews with a host of TV shows, including ***Extra***, ***Entertainment Tonight***, ***Hard Copy*** and ***A Current Affair***. In what can only be described as a Krameresque turn of fate, that was the day the news broke about Michael Jackson and Lisa Marie Presley's divorce. Rather than being scheduled to appear on all of the shows on the same day, the stories about his tour were bumped, and consequently the coverage spread itself out over a period of two weeks. It was a publicist's dream.

With all of the exposure, Kenny has become a celebrity in his own right. He says that people recognize him all the time on the street. The restaurant in the lobby of his building where we met for this interview even has a low-fat pizza on its menu named after him. A publicity company hired him to promote a new flavor of Cream of Wheat by spoon-feeding it to frenzied customers in Grand Central Station. He was even asked to do a commercial for pre-crash ValuJet, which he had the foresight to turn down.

"He's one of those one-named stars now, like Madonna, Cher and Flipper," says his partner Brooks. All the notoriety hasn't gone to his head though. He insists he has no plans to change his name to a symbol.

The neighbor still known as Kramer leaves the door to his apartment open all day so people can wander in and out, just as they do in Jerry's apartment on the show. Sitting in Kenny's slightly cluttered apartment, there are reminders of ***Seinfeld*** all around. Quotes from George Costanza are side-by-side quotes from George Bernard Shaw on the wall. On his desk, there's a Fusilli Kenny. On top of the VCR sits a tape labeled "Puffy Shirt." And, of course, as we sit and watch the Yankees playoff game on TV, a random friend just wanders in from the hall.

While the initial success of the tour was aided by traditional media, Kenny actually, officially announced the Reality Tour online. Kenny posted news of the tour to various newsgroups and other spots. His experience with grassroots newsgroup announcements might do more to dissuade widespread newsgroup advertising than any anti-SPAM flames.

"I got nothing. Zero response," he says. "Maybe they didn't believe it was for real."

Kenny spends most of his time on the Net nowadays, answering his e-mail. He says the number of messages he receives daily varies, depending on how much publicity he's done.

"In Australia now, whenever I go on radio there, I tell people to write me. I do a joke whenever I go on radio there: 'Now, how do I even know you're in Australia, you could be some wacko in Brooklyn in your basement stalking me and you got me talking like I'm some kind of a big shot on radio. If there's anyone out there I want to know about it, send me some e-mail.' And in a case like that I get 50-60 pieces of e-mail."

Even with all those e-mail messages, Kenny still finds a little time to surf. "I wander around," he says. "You never know where you'll end up. I'll put in 'Fiji' and just see where it takes me."

The Real Kramer still hasn't abandoned his idea for ***Kramer's New York***, only now, instead of a CD-ROM, he sees it as a Web site incorporating the Reality Tour. "People will be able to take the tour without coming to New York City and have, hopefully, as much fun. Well, they'll never have as much fun as the people who actually spend the day with me, but hey, if it takes a little less fun and a lot less schlepping to come to New York.

"I'm hoping to turn this from more than just this little tour, to actually a conglomerate that deals in entertainment and tourism. I'm getting people from all over the world asking me, 'Where should I stay when I'm in New York?' People who are booking the tours, why shouldn't I point them toward the best places to stay and get them the best deals on airfare? And as I go out and start exploring the world…I'm going to look for where the fun is and how to have a good time, and when I come back, I'm going to point people to those places. I really think I'm positioned with the Internet and all the notoriety and brand recognition."

That's still in the future, though. For now, his online plans are much simpler: "Pretty soon, I'm going to get one of these kits for video teleconferencing and I'm going to send one to my nun in Western Australia."

That is so Kramer.

A Third Kramer?

Besides the real Kramer and the TV Kramer, there once was a third Kramer. Comedian Richard Lewis played a character based on Kenny Kramer, appropriately named Kenny Kramer, in a pilot for a sitcom in the early '80s. "It really stunk," says Kenny of his first TV incarnation.

"When it came around the second time (for ***Seinfeld***) and they asked me to sign this release to let them base a character on me and let them call him Kramer, I said they had to rewrite it so it wasn't exclusive. They wanted exclusive rights to my story and I said no way. I said you can license the rights to my story on a non-exclusive basis and I retain all these rights and…I insisted that the character could be named Kramer as a last name with any other first name except Ken, Kenny, Kenneth or a derivative therein of."

In fact, when it came to cast ***Seinfeld***, Kenny asked if he could have the part. "I wanted to play Kramer…but they were right, they went with Michael Richards because if I played Kramer the show would have been in the crapper."

If that anecdote sounds familiar, it's because on ***Seinfeld,*** Kramer asked to play the character based on him in the pilot George and Jerry were shooting.

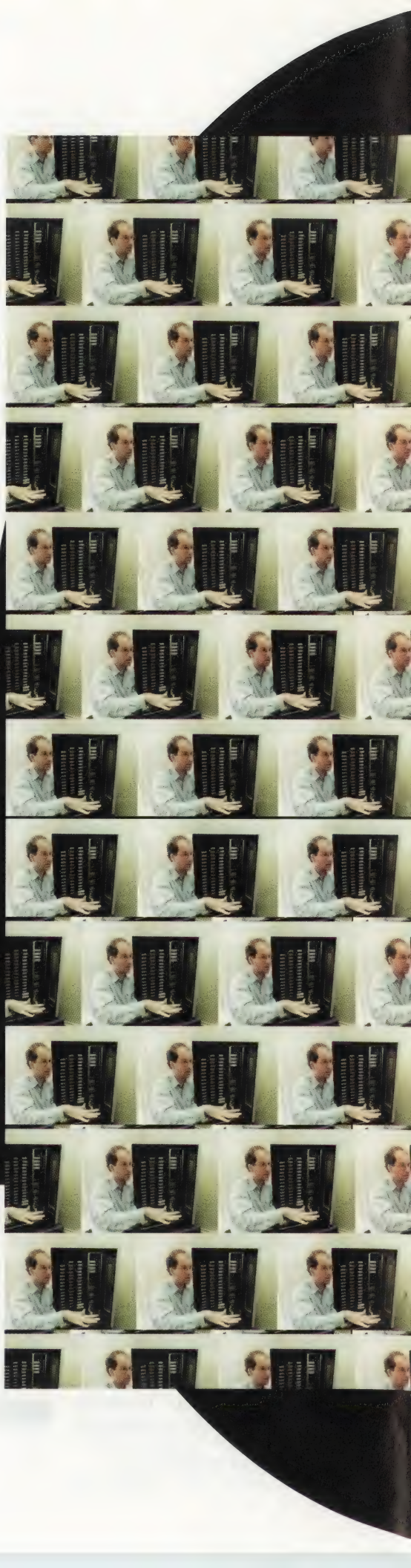
In fact, Larry David invited Kenny to watch that show being taped. "Larry calls me up and says 'Kenny, we're shooting the last show of the season and we're having a rap party. It's the show within the show where we're going to make the pilot that we've been building up to all season. I want to fly you out. Come out, stay at the house and be there for the party.' I said, 'That's great, but just one thing, can I play the Kramer that's playing Kramer? And he says 'no, I got somebody much better than you.' "

"So I didn't get the job twice."

Brewster's Trillions

FAQ:

by Matt Richtel



Brewster Kahle is archiving the Internet—one terabyte at a time

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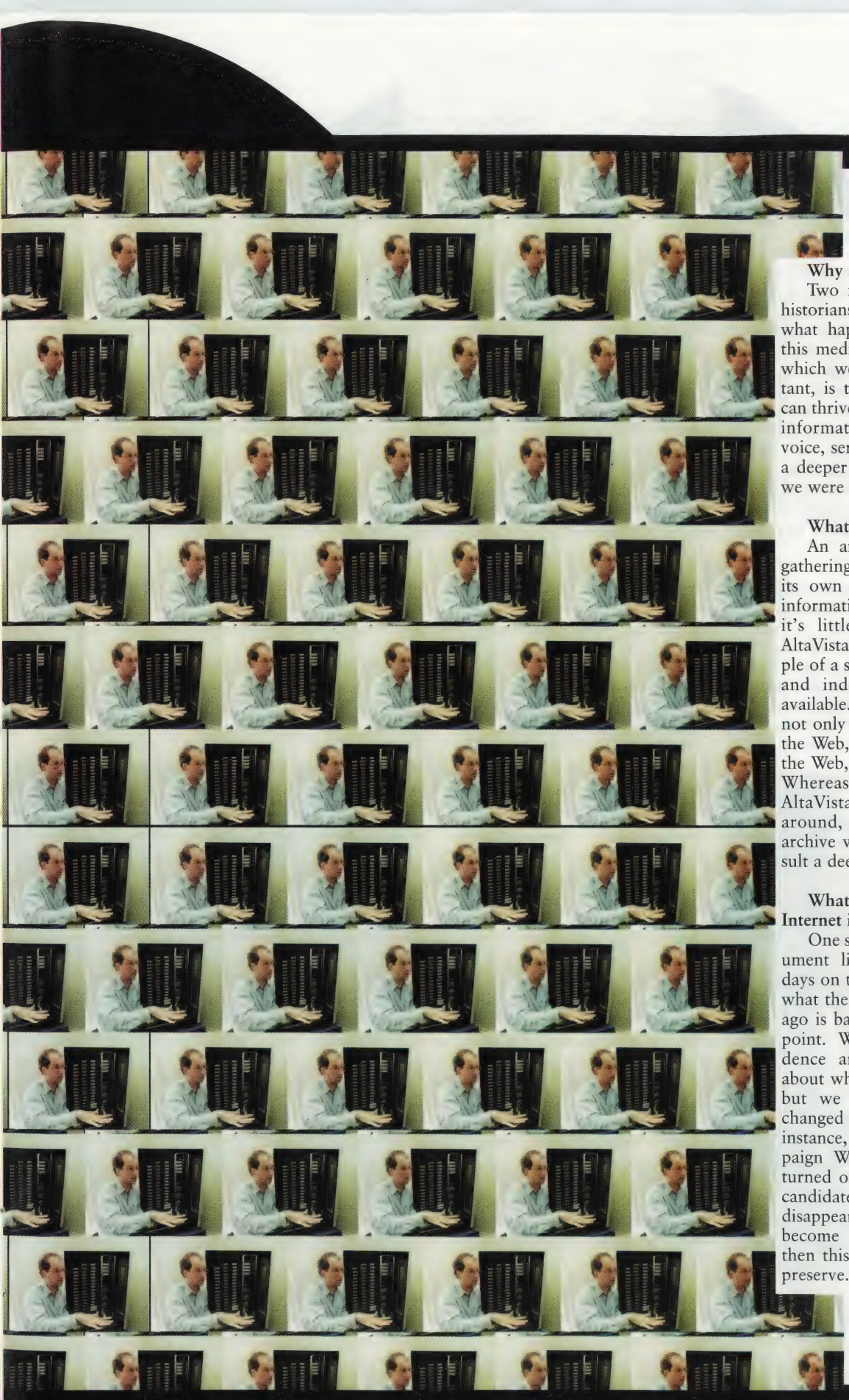


Why archive the Internet?

Two reasons: one is to give historians and scholars an idea of what happened at the birth of this medium. The other reason, which we think is more important, is to provide services that can thrive from having this much information on the popular voice, services that can make for a deeper understanding of what we were thinking about.

What kind of services?

An archive is mainly about gathering and storing, which has its own value, but unless that information is put to use, then it's little more than storage. AltaVista is an interesting example of a service. It gathers, stores and indexes what's currently available. What we will have is not only the current presence of the Web, but also past copies of the Web, as well as the graphics. Whereas most people use AltaVista to find their way around, people will use the archive when they want to consult a deeper collection.

What does it mean to say the Internet is disappearing?

One study showed that a document lives an average of 44 days on the Internet. As a result, what the Web looked like a year ago is basically unknown at this point. We have anecdotal evidence and people's memories about what was here a year ago, but we don't know how it's changed on a concrete basis. For instance, the presidential campaign Web sites are almost all turned off at this point. Once a candidate drops out, his page disappears. If the Internet does become an important medium, then this record is important to preserve.

PHOTO BY RON RIESTERER

What challenges do you face in creating the archive?

The biggest challenge is to make it useful, but there are also technical and legal/social challenges toward building the archive. The technical challenges revolve around gathering information from hundreds of thousands of locations, storing them effectively, and then offering access in some timely way. Those are relatively surmountable. The social and legal issues get into murky areas about what is legal, and what's right. Questions about copyright, privacy, import/export, pornography all come up when you start to gather this much information.

You've said the archive is not just for posterity, but for profit. Where does the profit come in?

One way is if organizations can make use of the data to provide services that are useful. The other way is if we can learn to do this type of project—to build (data gathering and access) technologies that are useful in other domains...small companies may have terabytes of information they want to serve on Wide Area Networks. So there are two different directions: one, developing a digital library of popular voices, and the other, of building technology to manipulate terabytes of data on Wide Area Networks.

When historians look at the early Net, what will they see?

This early Internet has attracted a great deal of enthusiasm and optimism. People are trying to solve problems they've had for decades in distributing information through the existing power structure...people think it's bringing democracy and opportunity. They are dreaming this to be the solution to all sorts of problems....they are experimenting and trying all sorts of different services. In five years, it'll largely be settled. It'll be ad-based or pay-per-view or however different segments work out. But it will be largely understood and be an 'of course.' Right now, it's experimentation and exploration.

Do you remember when you first realized the Net would be something more than the next video game platform?

It was driven home concretely when (in 1989) I proposed a test project called WAIS to Dow Jones, Apple and KPMG Peat Marwick. All those players said, 'Yes, we're interested. Let's do it.' That was a turning point for me in understanding that this would be a major industry.

Where do you see the Net going?

(Long pause) That's a hard question. *(Long pause)*

That's a valid answer. Anything more?

Wow. I don't have a good answer for that. I guess there are some limitations that need to be fixed if the Net's going to fulfill the promise of being a new-style publishing medium. Three limitations come to mind. There's the World Wide Wait, the perception that the Net is unreliable and also that it's impossible to find information that's appropriate.

I hope that the caching infrastructure that's being developed will help with the Wait and with bandwidth. The latter two —reliability and navigation—can hopefully be augmented with the Internet Archive.

You've said the Web might not be the Net medium of the future. What did you mean?

We will see news services that are more server-push oriented...the information will flow over desktops based on our own private [needs]. The infrastructure may be a new set of protocols. But I do believe the Internet infrastructure (in general) is doing quite well at a data transport level. In the future, most people will not search for information. They'll watch what comes over the desktop, and throw it away at relatively different speeds.

What's your favorite Web page?

www.firefly.com—in May of 1996. They had a wonderful visionary essay on where this technology can lead. But now that (Web page) is gone as the company is focused more on commercial concerns.

Given your early adoption of the Net and the fact you devoted so much education to it, are you gratified to see mass adoption of the technology?

This is a wonderful time to be alive. Very few generations get to see birth of a new medium—whether printing press, or telephone, or Internet. It's a chance to see changes in how companies are structured and even how families relate to each other. The opportunity to see not just how it will unfold, but to participate and to see the technology developments is more than a person can ask for.

403 FORBIDDEN

by M.K. Holder

LEFT-HANDEDNESS.

Taboo? Subterranean? "Right-ie-o," you might say, but what if you had the following experiences: "I have...really grim memories of my early school days...of having my left hand **tied behind my back** and **not being allowed to eat lunch...**" "When I was young, grandma used to **beat me blue black** for using my left hand—she even **tied my left hand up.**" "If...[my fourth grade teacher] caught me using my left hand, I was **hit in the head with a dictionary**...she believed left-handers were connected with Satan." These are comments [emphases mine] left-handers have posted to a page called "Left-Handers in Society."

"So three people got a bad rap—so what?" Here's what: Either you, or someone you have relations with (relative, co-worker, beloved), is left-handed, living in a right-biased society. At best, this situation causes left-handers mild annoyance; at worst, social discrimination and right-biases inherent in daily infrastructure are sufficient to cause lifelong problems and/or serious physical injury. Tools (including musical instruments, sports equipment, household objects, business and manufacturing equipment) are intrinsically right-biased: computer keyboards, scissors, circular saws, corkscrews, baseball gloves, golf clubs, guitars, etc. Even language is laden with ill-feeling (e.g., the Latin-derived "sinister," or the French "gauche" meaning "clumsy, tactless."

"Deal with it," you say? Some folks have problems they can't overcome alone, like the woman who wrote, "My husband has a problem at his job. He is being discriminated [against and written up because]...he can't keep up on a...[manufacturing] machine...He is getting very depressed. He has been trying to explain that some parts are set up for right-handed people, but they don't seem to understand. I'm getting very concerned. I don't want him to lose his job." Nor do I.

Enter: Emerging Technology. With relatively little effort, accurate information and simple coping strategies, life can be made easier and safer for all those left-handers we know and love. Take, for instance, school desks; it's darned difficult for a left-hander to write on a right-sided deskchair. This may seem trivial, but **anything that interferes with a student's ability to learn and perform warrants serious attention.** You don't *have* to have money to buy new desks to eliminate this ubiquitous problem; you just need well-informed and committed students, parents, educators and administrators armed with coping strategies.

The front door to the "Primate Handedness & Brain Lateralization Research Site" is: **http://www.indiana.edu/~primate/index.html** "Left-Handers in Society" live at: **http://www.indiana.edu/~primate/lspeak.html**

The Internet is the perfect medium for groups marginalized by society to publish concerns, make contact with others and engage in productive dialogue (even anonymously), and achieve successful outcomes via information-based communication. I'm an academic, a biological anthropologist; among other things, I research primate handedness. I went online to (1) "give back" something to the public, (2) de-bunk common myths and misconceptions about handedness and brain lateralization, (3) conduct online research, and (4) advocate W3 communication with, and inclusion of, non-English-speakers and peoples whose cultures fall outside of our Western/Euro/American focus.

Toward these ends, I designed a suite of linked pages with: (a) an entertainment format to suck people into the site, (b) a resource format to provide information useful to the public ("Left-Handers in Society"), (c) collaborative formats, via use of comment forms ("Left-Handers in Society" and "Famous Left-Handers"), (d) offered in non-English versions ("Zurdos Famosos" and "Gauchers Célèbres"), (e) simple scientific information and references ("What does Handedness have to do with Brain Lateralization?" and other pages), and (f) a fill-form format enabling visitors to participate in on-going scientific research.

The medium works: Visitors from 86 countries/client domains and 817 different U.S. educational institutions have hit these sites a million times. Comments from the two collaboratively-built pages originate from 20 countries. Off-line, information I've posted has escaped the ether and invaded established media—educational CD-ROMs, books, newspapers, magazines and radio.

But the ultimate indicator of success is the way the Web reaches the previously unreachable. Consider: "I always thought that I was alone in that I could not tell my left from my right, until I read a comment from someone else with the same problem...**I'm 38 years old and until now I thought I was alone. No more!!**" And, **"I am 16 and sure wish I had found this place a long, long time ago..."** *This place* called the Internet may be virtual, but it can, does, and will, exert a powerful influence on real lives—underground or mainstream. ●

High Noon on the Electronic Frontier

By Peter Ludlow

M.I.T. Press

$30.00

★★★★

For this collection of essays, "rants and manifestos," State University of New York professor Peter Ludlow put away his Plato to ponder the philosophy of cyberspace. After teaching an undergraduate course in "Philosophical Issues on the Electronic Frontier," Ludlow realized that most books tackling the philosophy of computers were either "half-learned" post-modernism or "bad sociology." He then called upon a wide variety of cyberpundits, from well-known activist and Grateful Dead lyricist John Perry Barlow to the editorial staff of the zine *Pirate*, to consider the philosophical and conceptual issues that surround the virtual world. *High Noon on the Electronic Frontier* features thought-provoking discourse on property rights, privacy, freedom of speech and the Net community. The juxtaposition of traditional academic pieces with hacker proclamations provides a unique look at cyberspace that will stimulate both scholarly newbies and veteran phreakers. *High Noon* introduces novel and important ways to think about software piracy, encryption and the motivation behind censorship, that will hopefully inspire cyberphilosophy courses at universities everywhere. At more than 500 pages, *High Noon* is a daunting and sometimes dense read. But an article a day, just might keep the censors away. Read this book and quote liberally from it on your next letter to Congress.

—Craig Aaron

reviews

Where Wizards Stay Up Late

By Katie Hafner and Matthew Lyon

Simon & Schuster

$24.00

★★★

WSUL, by KH and ML, is about DARPA, ARPANET, IMP, BBN, RFNM, TCP/IP, MSG, TX-2, PDP-1, SAGE and even @. It's a thorough, important history of the Internet with actual anecdotes about real people. It's also full of hard-to-remember acronyms and long technical explanations.

In the beginning, there was Dwight D. Eisenhower. He loved scientists, even if they were Democrats. He made soap salesman Neil McElroy his Secretary of Defense, and McElroy, in turn, created the Advanced Research Projects Agency to help keep up with the Soviets. This set off a 30-year chain of events leading loosely to today's Internet.

Wizards tells exactly which wires went where and which debuggers used which equipment. Hafner (who also co-wrote the hacker classics *Cyberpunk* and *Masters of Deception*) and Lyon try desperately to create real drama, and occasionally succeed. You feel the engineers' pain when, after months of staying up all night trying to put the right pegs in the right holes, they turn on their first Interface Message Processor and it doesn't work.

You also cheer when the device, about as big as a refrigerator, finally transmits what amounts to the first e-mail message. The book gradually reads easier as it progresses historically and the equipment begins to look more familiar. But despite a few well-timed anecdotes (like the engineer who casually contributes the "@" sign to e-mail addresses everywhere), the dry flow of acronyms slows things down.

"America's romance with the highway system," the authors write, "was created not so much by the first person who figured out how to grade a road or make blacktop or paint a stripe down the middle, but by the first person who discovered you could drive a convertible down Route 66 like James Dean and play your radio loud and have a good time." In focusing on the stripe-painters, the authors have created a fine historical reference—just don't expect Johnny Depp to fight for the starring role in the film version.

—Steve Knopper

WWW.SitePromoter

POWERSolutions

$129

★★

Whether you maintain a corporate site selling widgets online, or play with a personal site as a hobby, traffic is what you're looking for. Of course, getting your site listed on the Web's many search engines is the easiest way to generate hits, and best of all, it's free!

Now along comes POWERSolutions' WWW.SitePromoter, claiming to be, "The Best way to market your site." The box describes the features of the software, explaining that "WWW.SitePromoter does all the work for you!" More importantly, you'll also see that WWW.SitePromoter promises to save you over $1,000 in "Web consultant" fees as well as over 100 hours of personal time.

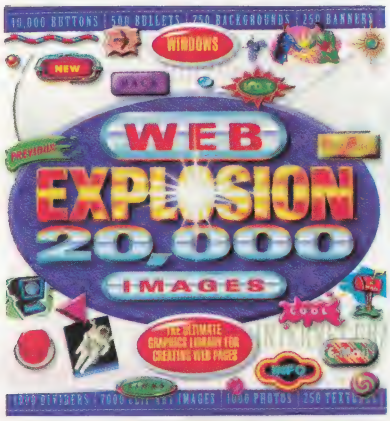
I was rather intimidated by the prospect of installing such powerful software on my run-down computer. I prepared myself for a slew of online forms as I chose my six-digit username and password. But I was pleasantly surprised to find that the forms I experienced were clearly organized and kind of fun, in a self-centered way. I was asked to enter a list of keywords about my site, then a set of descriptions varying in length from 5-25 words. I was given handy tips like choosing a name for my site based on an alphabetical order of listings—who needs a high-priced consultant? I fed in other data that WWW.SitePromoter asked for, then sat back and waited for Internet traffic to storm my site.

Only then did I find the flaw in the software's claims. The "automatic" ended and the "manual" began.

I manually found and opened an HTML file containing all the information I had given. Then I proceeded to go down a list of search engines and manually copy and paste all the information into each particular engine's "Add URL" form.

What the software does for the money is to format your data for each search engine in order to simplify the copy-and-pasting process. To do this, WWW.SitePromoter comes with a database of hundreds of engines and their characteristics. This database can be updated by downloading patches from its site at **http://www.SitePromoter.com**. But the bottom line is that there's nothing automatic about it. I guess this service is worth something, but not $129!

—Troy Brophy



WEB EXPLOSION
20,000 IMAGES
NOVA DEVELOPMENT CORP.
$49.95
★★★

If you've picked up some HTML, or downloaded an HTML editor, you're ready to try your hand at Web page creation. But today's Web pages are graphics heavy, and without powerful graphics software like Adobe's Photoshop, your only option is to "steal" public domain images off other people's sites or trudge through online graphics archives.

But now, Nova Development offers Web Explosion 20,000 Images. This vast collection is organized on two CDs for both Mac and Windows.

The images are broken into categories such as buttons, backgrounds, dividers and clip art in either JPEG or GIF format. There are actually over 50,000 images cataloged, but some images are offered in different shades and sizes, and many have transparent backgrounds set to blend into either light-or-dark-colored pages.

The handy manual gives the file names of the images—as well as the category they fall into—and lists the alternative colors and sizes available. There is also software included which allows you to view all "photograph" and "clip art" files on the computer.

Although the size of the collection is extensive, and the clip art is entertaining, I did have some problems with the package. The browsing software that comes with Web Explosion doesn't allow you to open all JPEG and GIF files for viewing—only those in the clip art and photo directories have been cataloged. The manual recommends using a graphics editor to alter the images if necessary, but no editing software is included. And if you don't have editing software, you won't be able to use the extensive set of "sidebar" backgrounds offered.

Overall, Web Explosion offers a great collection of images, but to get the most out of them you should still be proficient with a graphics editor. The only remaining question is, "For $49.95, why couldn't they include a jewel case for the CDs?" For more info on Web Explosion, visit Nova's Web site at **http://www.novadevcorp.com**.

—Troy Brophy

reviews

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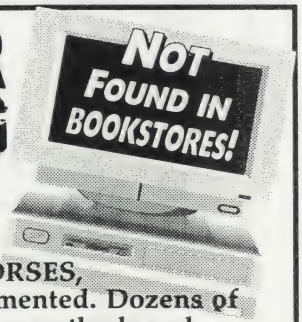

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by Matt Soell

...And Bandwidth for All

FLAME THROWER

THE RICH GET FASTER

AND THE POOR GET POORER

As these words are being written, the American media is awash with stories of the pissing contest held by the two wealthiest political parties every four years.

Chances are you've already made up your mind about the relative merits of both candidates. In fact, by the time you read this, all the fun will be over and television news anchors will either be heralding the arrival of the new guy or the return of the old one. For the purpose of this essay, though, it doesn't matter who wins; nothing of substance changes.

Our current president made a rather bold proclamation at a campaign rally in Tennessee in early October. He proposed spending $100 million to get more American homes hooked up to the Internet.

At first glance, it doesn't look like big news, and it wasn't treated as such by most. Sixty years later, "a chicken in every pot" has become "an IP address on every desktop." In a world where e-mail addresses and URLs pop up on gas pumps, comic strips and fly-fishing shows, the teeming millions are starting to wonder about this "Internet" thing everyone keeps talking about, and those who haven't tasted this particular Greatest-Thing-Since-Sliced-Bread are beginning to feel left out. Politicians have been known to promise all sorts of nifty things in exchange for a few votes; the president's plan to wire the nation sounded like just another campaign promise. Politics as usual. Nothing ever changes.

But think about it for a while. Ignore (for the moment) the sinking feeling that any interest the government takes in the Net is a not-so-subtle baby step toward eventually co-opting the whole thing. Try simply to get your head around the concept of an Internet for everyone.

You'll hear different numbers from different sources, but everyone seems to agree that A) only a small percentage of the world's population has Internet access and B) that number is growing all the time. Most would describe the Internet as a chaotic, but level playing ground, but anyone who's spent much time there can tell you it's an elite—and elitist—community at heart. How else to describe a structure which most of the world knows only as a buzzword, rather than from first-hand experience?

As the much-ballyhooed "Information Age" is forced upon our heads like an ill-fitting hat, we may see a new kind of class system arising on the Net. When a nation of newbies starts sucking up bandwidth, the old guard will assert itself one way or another.

If only the truly destitute are without a Net connection, what sort of prejudices will arise?

We may see a day when the speedy, hassle-free Net connection becomes a globally-fetishized commodity, not unlike the three-car garage or the big-screen TV. The office T1 connection and the home with ADSL have a certain intellectual appeal not found in a fast car or tight jeans...and it sure beats a 28.8 Kbps modem...especially if that modem is a government hand-out.

We may see the virtual "community" extolled by the president wither away to an electronic mirror of our REAL communities. Imagine an electronic analog to the carefully-maintained cluster of townhouses, each one a mere waystation for the occupants on those rare occasions when they're not working or shopping, a roof to keep the rain off the TV or the PC. Now imagine a ghetto, tucked away somewhere so no one has to worry about accidentally wandering in...or those who might accidentally wander out.

Personal experience suggests that a great number of current Net users are willing to pick a fight over the dumbest things. As the number of Net users swells exponentially, things can only get worse.

It's closer than you think. Regardless of whether the government spends a lot of money to provide Net access to people who don't have it yet, more and more of the populace will get online in coming years. Startup ISPs cover the country like a blanket of locusts; hardware prices keep falling, and an Internet account is still cheaper than cable. Besides, the Internet is The-Greatest-Thing-Since-Sliced-Bread. Who in their right mind would go without?

But eventually, someone's going to draw a line in the ether-sand. In many ways, it's already beginning. (Make sure you're using the "right" browser...and whatever you do, don't post to Usenet from your aol.com address.)

You're going to be very concerned with which side of that line you're on.

It's human nature.

Nothing ever changes. O

WEBGuide

72-75 5-STAR SITES
The year's best, redux.

76 BANDWIDTH
Your guide to getting the most out of the Net.

77 CELEBRITIES
A visual, virtual gossip column.

78 TUNEAGE
Satisfy your aural fixation.

79 THE THREE R'S
Riotous, revealing and revivifying. And you may just learn a thing or two.

80 CATHODE
A whirlwind tour of what's on the other screens.

THIS MONTH'S WEBGUIDE CONTRIBUTORS ARE Jason (dj son) Wiener (Tunes) of *XLR8R* and *Thousand Words* magazines, Matt Patterson (Celebs) of *Ooze*, Mark Smalley (Cathode) and Juan (Nito) Gan (Bandwidth). How's our reviewing? E-mail webguide@mcs.com.

AMUSEMENTS

THE BASTARD OPERATOR FROM HELL
http://www.fn.net/~thrasher/BOFH

THE INFESTED WEB OF PENN & TELLER
http://www.sincity.com/penn-n-teller/

INTERNET CRIME ARCHIVES
http://www.mayhem.net/Crime/archives.html

THE MORTAL KOMBAT PAGES
http://www.cs.ucl.ac.uk/students/A.Espindola/mk/

NETBOY
http://netboy.com

SPIRAL INTO THE EIGHTIES WITH JEFF
http://chat.carleton.ca/~jmain/eighties.html

THE ADVERTISING GRAVEYARD
http://www.zeldman.com/ad.html

THE DREAM ARCHIVE
http://www.tbyte.com/people/joe/dreams/welcome.htm

L'HOTEL CHAT
http://chat.magmacom.com/lhotel/hotel.html

PURITY TEST
http://www.nmt.edu/~kscott/purity/purity.html

THE WISH BOOK
http://www.panix.com/~spyro/wishbook/wishbook.html

BON MOTS FROM THE SUPERMODELS
http://www.sils.umich.edu/~sooty/thoughts.html

FERTNEL
http://www.fertnel.com/

LEMONADE STAND
http://www.fn.net/~jmayans/lemonade/

MICROSOFT CONSPIRACY INTERPRETATION OF "AMERICAN PI"
http://www.datasync.com/~booda/mcap.html

NETNOOSE
http://www.netscape.com/people/nathan/netnoose/index.html

THE SQUAT
http://theory.physics.missouri.edu/~georges/Josh/squat/menu.html

SOMETHING DIFFERENT
http://www.fishingworld.com/pdlg/kara/kara.htm

THE ASYLUM'S LITE BOARD
http://asylum.cid.com/lb/lb.html

MERRILL SHINDLER'S GUIDE TO EATING PRETTY GOOD
http://www.gigaplex.com/wow/food/index.htm

UNDERWIRED
http://www.covesoft.com/underwired/

VIK TROLA'S LOUNGE OF SELF-INDULGENCE
http://www.chaoskitty.com/t_chaos/lounge.html

THE CYBERMOM DOT COM
http://www.TheCyberMom.com/pages/front.html#contents

INTERNATIONAL BONE JANGLER
http://www.bonejangler.com

THE PEACE PAGE
http://members.aol.com/elsajoy/

TOMER'S PAGE OF EXOTIC YO-YO
http://pages.nyu.edu/~tqm3413/yoyo/index.htm

JAVASWEEPER
http://www.bu.edu/~aarondf/java/javasweep.html

PRIMORDIAL SOUP KITCHEN
http://math.wisc.edu/~griffeat/kitchen.html

WEB-A-SKETCH
http://www.digitalstuff.com/web-a-sketch/

BSY'S LIST OF INTERNET ACCESSIBLE COKE MACHINES
http://www.cse.ucsd.edu/users/bsy/coke.html

BUZBEE BAT HOUSE TEMPERATURE PLOT
http://www.nyx.net/~jbuzbee/bat_house.html

JOE'S AMAZING RELATIONSHIP PROBLEM SOLVER
http://studsys.mscs.mu.edu/~carpent1/probsolv/rltprob0.html

SHAKEN NOT STIRRED
http://www.axionet.com/key/Martinis.html

BARBIE BASHING VIRTUAL ART EXHIBIT
http://www.maui.net/~mcculc/barbie.htm

WEDDING CHAPEL
http://www.raggededge.com/wed/

DINER'S GRAPEVINE: WORLD WIDE RESTAURANT GUIDE
http://www.dinersgrapevine.com

THE UNOFFICIAL MAGICAL WORLD OF FISHER-PRICE
http://www2.best.com/~elusive/fisher_price/index.html

CATHODE/CELLULOID

AEON FLUX HOMEPAGE
http://www.expanse.com/aflux/index.html

THE ANIMANIACS PAGE!
http://www.cs.cmu.edu/afs/cs.cmu.edu/user/clamen/misc/tv/Animaniacs/Animaniacs.html

COMEDY CENTRAL'S TOTALLY FREE WEB SITE
http://www.comcentral.com/

LURKER'S GUIDE TO BABYLON 5
http://www.hyperion.com/lurk/lurker.html

THE MUTANT PAGE
http://www.santarosa.edu/~sthoemke/x.html

THE MOVIE CRITIC
http://www.moviecritic.com/

DUNE
http://www.princeton.edu/~cgilmore/dune/

HOMER J. SIMPSON
http://www.muohio.edu/~tholkikj/homer/homer.html

LAND OF THE LOST
http://www.execpc.com/~nolsen/lotl/lotl.html

M*A*S*H 4077 HOMEPAGE
http://194.72.60.96/www/andyl/mash.html

TV TONIGHT
http://www.theworld.com/tv/tv.htm

THE VERTIGO HOME PAGE
http://www.like.it/vertigo/index.html

CARTOON WORLD
http://www.arias.net/~eriks/

CHARLIE'S ANGELS HOME PAGE
http://www.clever.net/wiley/charliea.htm

FOX PROGRAMS
http://www.eden.com/users/my-html/fox-list.html

CIRCLE OF CRITICS' CAFÉ
http://useattle.uspan.com:80/u-movies/circleofcritics.html

THE GODFATHER TRILOGY
http://www.exit109.com/ ~jgeoff/godfathr.html

HORROR WEB
http://www.cat.pdx.edu/~caseyh/horror/index.html

WORLDCAM
http://www.ovd.com/

THE UNOFFICIAL SID & MARTY KROFFT HOME PAGE
http://www.west.net/~popomatic/krofft.html

WONDER WOMAN HOME PAGE
http://www.io.org/~arhythm/phpl.cgi?ww/ww.htm

TEEN MOVIE CRITIC
http://www.skypoint.com/members/magic/roger/teencritic.html

TOY STORY
http://www.toystory.com/index.html

THE DUKES OF HAZZARD
http://www.ghgcorp.com/rbigoness/hazzard.html

THE MOVIE SOUNDS PAGE
http://www.moviesounds.com/

101 HOLLYWOOD BLVD.
http://home.navisoft.com/brewpubclub/101.htm

HEAVENLY CREATURES
http://www.helix.net/~adamabr/creatures.html

THE AVENGERS
http://nyquist.ee.ualberta.ca/~dawe/avengers.html

DREW'S SCRIPTS-O-RAMA
http://home.pobox.com/~drew/scripts.htm

FILM SCOUTS
http://www.filmscouts.com/

HOLLYWOOD NETWORK
http://www.hollywoodnetwork.com

RANDOM MONTY PYTHON SKIT SERVER
http://ugweb.cs.ualberta.ca/~stuart/monty.cgi

THE BEWITCHED AND ELIZABETH MONTGOMERY HOME PAGE
http://www.erols.com/bewitchd/

THE UNOFFICIAL PICKET FENCES HOME PAGE
http://www.lewis.edu/fences/fences.html

THE NON-STICK LOONEY TUNES HOME PAGE
http://www.atmnet.com/~jmccarthy/

BACK TO THE FUTURE
http://www.hsv.tis.net/~bttf

KANSAS CITY
http://www.flf.com/kc/index.html

TV NEWS ARCHIVE
http://tvnews.vanderbilt.edu

CELEBRITIES

THE O.J. SIMPSON TRIAL TRANSCRIPTS
http://www.islandnet.com/~walraven/simpson.html

WINONA RYDER
http://www.duc.auburn.edu/~harshec/WWW/Winona.html

HARRY SHEARER
http://pobox.com/harry/

THE COUPLAND FILE
http://www.interlog.com/~spiff/coupland/

THE BRUNO WATCH
http://www.accsyst.com/writers/bruno.htm

LAURIE ANDERSON
http://www.voyagerco.com/ LA/VgerLa.html

HILLARY'S HAIR
http://hillaryshair.com

SILENT SCREAM
http://www.inch.com/~hepcat/steele.html

KEANUNET
http://www.users.interport.net/~eperkins/

THE ONO-NET OFFICIAL WEB PAGES
http://www.odyssee.net/~ricjoly/ ononet.html

WOODY ALLEN
http://www.calvin.edu/~asmith39/ woody.html

MEL BROOKS
http://www.stud.his.no/~boerge/brook.htm

MARTHA GRAHAM
http://cri.enslyon.fr/~esouche/danse/Graham.html

TEA LEONI HOME PAGE
http://cyberus.com/tealeoni/

BENNY HINN
http://www.bennyhinn.org/

LIV TYLER
http://www.photo.fr/n331/liv/textes/liv.html

CLINT EASTWOOD
http://www.pyramid.net/eastwood/

THREE R'S

BANNED BOOKS ONLINE
http://www.cs.cmu.edu/Web/People/spok/banned-books.html

DEATHNET
http://www.islandnet.com/~deathnet/stargate.html

FEMINIST MAJORITY FOUNDATION
http://www.feminist.org/

GUIDE TO LOCK PICKING
http://www.lysator.liu.se:7500/mit-guide/mit-guide.html

LEONARDO DA VINCI MUSEUM
http://www.leonardo.net/main.html

LOVER SENSUALITY QUIZ
http://www.nashville.net/~pence/male.html

THE SIMON WIESENTHAL CENTER
http://www.wiesenthal.com/

THE HACKER CRACKDOWN: LAW AND DISORDER ON THE ELECTRONIC FRONTIER
http://192.76.144.75/books/crackdown/crack_toc.html

CULTS: THE A-Z INDEX
http://www.observer.co.uk/a-z-cults/index.html

DIOTIMA: WOMEN AND GENDER IN THE ANCIENT WORLD
http://www.uky.edu/ArtsSciences/Classics/gender.html

ELEMENTS OF STYLE
http://www.cc.columbia.edu/acis/bartleby/strunk/index.html

THE FROGGY PAGE
http://www.cs.yale.edu/homes/sjl/froggy.html

THE HUMAN-LANGUAGES PAGE
http://www.willamette.edu/~tjones/Language-Page.html

IMAGES OF MY WAR
http://www.ionet.net/~uheller/vnbktoc.html

THE SKEPTIC'S DICTIONARY
http://wheel.dcn.davis.ca.us/~btcarrol/skeptic/dictcont.html

WRITERS' RESOURCES ON THE WEB
http://www.interlog.com/~ohi/www/writesource.html

$95,093.35 ADVENTURE
http://www.dnai.com/g-think/$$pressrelease.html

MONET, THE CYBERSPACE GALLERY
http://vinny.csd.mu.edu/~howard/monet.html

MONET, THE CYBERSPACE GALLERY
http://vinny.csd.mu.edu/~howard/monet.html

UNITED STATES HOLOCAUST MEMORIAL MUSEUM
http://www.ushmm.org/

ALEXANDER PALACE TIME MACHINE
http://www.travelogix.com/emp/batchinson/

CONSERVATION INTERNATIONAL
http://www.conservation.org/

THE FARNSWORTH CHRONICLES
http://www.edge.net:80/noma/philo/

GEMOLOGY AND LAPIDARY PAGES
http://www.teleport.com/~raylc/gems/index.html

LITERARY KICKS
http://www.charm.net/~brooklyn/LitKicks.html

PAPA PAGE
http://www.ee.mcgill.ca/~nverever/hem/pindex.html

VOLCANO WORLD
http://volcano.und.nodak.edu/

THE UNOFFICIAL ROBERT ANTON WILSON HOME PAGES
http://www.tcp.com/~prime8/raw/

AUTHORS LINKS AND INFO
http://www.empirenet.com/~rdaeley/authors/authors.html

COUNSEL CONNECT WEB
http://www.counsel.com/

HARE KRISHNA WWW RESOURCES
http://www-ece.rice.edu/~vijaypai/hkindex.html

THE PENGUIN PAGE
http://www.vni.net/~kwelch/penguin.shtml

SITO HOME PAGE
http://www.sito.org/

CASTLES ON THE WEB
http://fox.nstn.ca/~tmonk/castle/castle.html

EDGE OF CYBERSPACE
http://www.europa.com/~edge/

INTERNATIONAL LANGUAGE DEVELOPMENT
http://www.ild.com/

THE LIFSCHITZ PSYCHOLOGY MUSEUM
http://www1.netaxs.com:8080/people/aca3/LPM.HTM

THE ANIMAL ALPHABET
http://www.maui.com/~rwright/animals2/alphabet.htm

DEAF WORLD WEB
http://deafworldweb.org/deafworld/

DON TIBBITS' PHOTOGRAPHY HOME PAGE
http://www.goodnet.com/~tibbits/

THE NATIONAL POLITICAL INDEX
http://www.politicalindex.com

NOODLE'S PANIC ANXIETY PAGE
http://frank.mtsu.edu/%7Esward/anxiety/master.html

INROADS TO HARLEM
http://chat.carleton.ca/~obollman/hosd/main.html

ULTIMATE BOOK LIST AND WRITER'S PAGE
http://www.acpl.lib.in.us/information_resources/ultimate_book_list.html

UNITED STATES ENVIRONMENTAL PROTECTION AGENCY WATER RESOURCES
http://www.epa.gov/OWOW

ENTROPY8
http://www.entropy8.com

FLYING CONTRAPTIONS HOME PAGE
http://www.prysm.com/~jnuts

AUDUBON
http://www.audubon.org/audubon

THE CENTER FOR DEFENSE INFORMATION ONLINE
http://www.cdi.org/index.html

THE THOMAS HARDY WEB SITE
http://pages.ripco.com:8080/~mws/hardy.html

THE HMO PAGE
http://www.hmopage.org

JOCKS

AWESOME SPORTS SITE OF THE WEEK
http://www.mmgco.com/online/awesome.html

DANSWORLD SKATEBOARDING
http://web.cps.msu.edu/~dunhamda/dw/dansworld.html

GOLFWEB
http://www.golfweb.com/

WORLD WIDE WEB OF SPORTS
http://www.tns.lcs.mit.edu/cgi-bin/sports/

BEAUTY MAGAZINE
http://www.datamedia.se/beauty/

FASTBALL
http://www.fastball.com/

SPORTS NETWORK
http://www.sportsnetwork.com/

ANGLERS ONLINE
http://www.streamside.com/index.html

LA JOLLA SURFING WWW
http://facs.scripps.edu/surf/surfing.html

SKYDIVE ARCHIVE
http://www.afn.org/skydive/

THE CAMP AND CONFERENCE HOME PAGE
http://www.camping.org/

THE GAMES OF THE XXVI OLYMPIAD
http://www.olympic.nbc.com/

HIKING AND WALKING HOME PAGE
http://www.teleport.com/~walking/hiking.html

NORTHERN LEAGUE FAN'S GUIDE
http://www.winternet.com/~wrt/fanguide.htm

SKATING THE INFOBAHN
http://www.skatecity.com/Index/

ADVENTURE CENTER
http://www.adventurecenter.com/cgi-bin/home.exe

GREAT OUTDOOR RECREATION PAGES
http://www.gorp.com/

MTB REVIEW
http://www.webcom.com/mtb/otter.html

RONNIE CRAMER'S MOTORCYCLE WEB INDEX
http://sepnet.com/cycle

TAUROMAQUIA
http://www.clark.net/pub/jgbustam/toros/toros.html

NORTH AMERICAN STONE-SKIPPING ASSOCIATION
http://www.ccsl.com/yeeha/nassa/a1.html

THE BILLIARD CONGRESS OF AMERICA
http://www.netins.net/showcase/bcahome

THE NATIONAL ASSOCIATION OF PROFESSIONAL BASEBALL LEAGUES
http://www.minorleaguebaseball.com

THE INTERNET SQUASH FEDERATION
http://www.squash.org

JANE LET' S RODEO PAGE
http://www.cowgirls.com/dream/jan/rodeo.htm

NATIONAL SHUFFLEBOARD HOME PAGE
http://www.duke.edu/~ishy/shuffle/index2.html

T-BONES FILMS
http://www.t-bone.com

SPECIAL OLYMPICS INTERNATIONAL
http://www.specialolympics.org

NEWSPRINT

ABC RADIONET
http://abcradio.ccabc.com/main.htm

CNN—U.S. NEWS
http://www.cnn.com

NEWSPAGE
http://www.newspage.com/

NANDO TIMES
http://www2.nando.net/nt/nando.cgi

COMPUTER NEWS DAILY
http://nytsyn.com/cgi-bin/times/lead/go

COURT TV HOME PAGE
http://www.courttv.com/

TIME NEWS SERVICE DAILY
http://pathfinder.com/@@1KljfbE8JgAAQGF*/time/daily/time/1995/latest.html

C|NET
http://www.cnet.com/

FAIR—FAIRNESS AND ACCURACY IN REPORTING
http://www.igc.org/fair/

NATIONAL PUBLIC RADIO
http://www.npr.org/

NEW YORK TIMES ONLINE
http://www.nytimes.com

PROJECT CENSORED
http://zippy.sonoma.edu/ProjectCensored/index.html

STREET CENTS
http://www.screen.com/streetcents.html

WEBACTIVE
http://www.wnia.org/

KIDNEWS
http://www.vsa.cape.com/~powens/Kidnews.html

THE LONDON TIMES
http://www.the-times.co.uk/registration.html

NEWSBOY
http://www.newsboy.com/

THE VILLAGE VOICE
http://www.villagevoice.com/

ABC HOURLY NEWS REPORT
http://www.prognet.com/contentp/abc.html

CHICAGO SUN-TIMES
http://www.neog.com/portfolio/suntimes.html

INVESTIGATIVE JOURNALISM
http://www.vir.com/~sher/julian.htm

OMRI DAILY DIGEST
http://solar.rtd.utk.edu/friends/news/rferl/master.htmlopt-tables-unix-english-

PBS ONLINE
http://www.pbs.org/

ELECTRONIC MAIL AND GUARDIAN HOME PAGE
http://www.mg.co.za/mg/

MUSIC NEWS OF THE WORLD
http://www.addict.com/Music_News_Of_The_World/

TEKNO COMICS
http://www.scifi.com/pulp/teknation/tnation.htm

VIRTUAL DAILY NEWS
http://www.infi.net/~opfer/daily.htm

B A N D W I D T H

ALL THE FAQS
http://www.cis.ohio-state.edu/hypertext/faq/usenet/#A

CRYPTOGRAPHY, PGP, AND YOUR PRIVACY
http://world.std.com/~franl/crypto.html

THE ELECTRONIC FRONTIER FOUNDATION
http://www.eff.org/

MIRSKY'S WORST OF THE WEB
http://mirsky.com/wow/

PUBLICLY ACCESSIBLE MAILING LISTS
http://www.neosoft.com/internet/paml

REALAUDIO HOME PAGE
http://www.prognet.com/index.html

ZEN AND THE ART OF THE INTERNET
http://www.cs.indiana.edu/docproject/zen/zen-1.0_toc.html

COMMON INTERNET FILE FORMATS
http://www.matisse.net/files/formats.html

EMAIL 101
gopher://wiretap.spies.com/00/Library/Classic/email.txt

HTML VALIDATION SERVICE
http://www.webtechs.com/html-val-svc/

NETLINKS! NEWBIE HELP LINKS
http://www.interlog.com/~csteele/newbie.html

THE POSTMASTER
http://www.netcreations.com/postmaster/

SECURITY MAILING LIST FAQ
http://iss.net/iss/maillist.html

BANDWIDTH CONSERVATION SOCIETY
http://www.infohiway.com/faster/index.html

RSA'S CRYPTOGRAPHY FAQ
http://www.rsa.com/rsalabs/faq/faq_toc.html

TOOLS FOR WWW PROVIDERS
http://www.w3.org/hypertext/WWW/Tools/Overview.html

WORLD WIDE WEB FAQ
http://sunsite.unc.edu/boutell/faq/www_faq.html

HOW TO DOWNLOAD PC APPLICATIONS WITH NETSCAPE
http://www.earthlink.net/ ~kyliaar/download.html

INKTOMI
http://inktomi.berkeley.edu/

MONSTER FTP SITES LIST
http://hoohoo.ncsa.uiuc.edu/ftp/

INTERNET CONFERENCE CALENDAR
http://www.automatrix.com/conferences/index.shtml

MOTHERSOFT
http://www.louisville.edu/~jadour01/mothersoft/

NET.TECH
http://www.pulver.com/~krave/nettech.htm

WORLD VILLAGE
http://www.worldvillage.com

B-WORLD
http://www.well.com/users/btanaka/

BRAID MEDIA ARTS
http://www.braid.com

IRC SOURCES ON THE INTERNET
http://urth.acsu.buffalo.edu/irc/WWW/ircdocs.html

JAVA TOOLS
http://www.sbktech.org/index.html

UNDERGROUND PROPAGANDA
http://www.L5.com/daddict/cu/

VIRUSES@WPI: ONLINE REFERENCES
http://ccc-shop.wpi.edu/virus/sources.htm

DAN KEGEL'S ISDN PAGE
http://www.alumni.caltech.edu/~dank/isdn

PUBLISH RGB
http://www.publish.com/

THE COMMON GATEWAY INTERFACE
http://hoohoo.ncsa.uiuc.edu/cgi/

LIQUID REALITY
http://www.dimensionx.com/products/lr/

WORLD FILE PROJECT
http://filepile.com/nc/start/

INTRODUCTION TO THE INTERNET AND INTERNET SECURITY
http://csrc.nist.gov/nistpubs/800-10/node11.html

T U N E A G E

BJORK'S—WEB SENSE
http://www.bjork.co.uk/bjork/

THE DROWNSODA HOLE PAGES
http://www.albany.net/~rsmith/hole.html

PETER GABRIEL—AND THROUGH THE WIRE
http://www.cs.clemson.edu/~junderw/pg.html

KARAOKE HOME PAGE
http://www.teleport.com/~labrat/karaoke.shtml

JOHN LENNON
http://www.missouri.edu/~c588349/john-page.html

HAPPY BIRTHDAY TO BOB MARLEY
http://www.netaxs.com/~aaron/Marley/Marley.html

THE UNOFFICIAL NINE INCH NAILS HOME PAGE
http://ibms15.scri.fsu. edu/~patters/nin.html

THE ULTIMATE BAND LIST
http://american.recordings.com/wwwofmusic/ubl/ubl.html

KURT COBAIN "SUICIDE NOTES"
http://www.addict.com/ATN/issues/1.06/Cover_Story/Kurt_Cobain/index.html

DISCOWEB
http://www.msci.memphis.edu/~ryburnp/discoweb.html

GRATEFUL DEAD
http://www.cs.cmu.edu/afs/cs.cmu.edu/user/mleone/web/dead.html

LIST OF MUSICAL MAILING LISTS
http://server.berkeley.edu/ ~ayukawa/lomml.html

ELVIS COSTELLO
http://east.isx.com/~schnitzi/elvis.html

R.E.M. HOME PAGE
http://www.halcyon.com/rem/index.html

ANDREW LLOYD WEBBER
http://www.reallyuseful.com/

COCTEAU TWINS
http://grether.haas.berkeley.edu:8080/home.html

DIGITAL TRADITION FOLK SONG DATABASE
http://pubweb.parc.xerox.com/digitrad

VERSE CHORUS VERSE: THE NIRVANA HOME PAGE
http://www2.ecst.csuchico.edu/ ~jedi/nirvana.html

ROCK 'N' ROLL HALL OF FAME
http://www.rockhall.com/

THEY MIGHT BE GIANTS INTERPRETATION ARCHIVE
http://www.tmbg.org/interp/

808 STATE
http://www.feedback.com/808/

FRANKIE GOES TO HOLLYWOOD
http://www.cs.rulimburg.nl/~antal/fgth/fgth-home.html

INTO THE FLOOD AGAIN
http://www.proaxis.com/~mcoleman/aliceinchains/

J-UNDERGROUND
http://www.cs.is.saga-u.ac.jp/laboratory/kusano/irman/bands.html

KOSMIC FREE MUSIC FOUNDATION
http://peace.wit.com/~kosmic/

ORIGINAL DJ PAGES
http://www.dma.be/p/ amphion/dj/index.htm

WORLDWIDE INTERNET LIVE MUSIC ARCHIVE
http://www.wilma.com/

DURAN DURAN
http://sal.cs.uiuc.edu/~smarch/Duran.html

LARK IN THE MORNING
http://www.mhs.mendocino.k12.ca.us/MenComNet/Business/Retail/Larknet/larkhp.html

LUPO'S PUNX PAGE
http://home.earthlink.net/~crash/

THE UNOFFICIAL AIMEE MANN HOME PAGE
http://songwriting.com/aimeemann/

GRASS RECORDS
http://www.grassrecords.com

GROOVECENTRAL
http://www.crown.net/~djaze/djframes.htm

JACK DIAMOND'S HOUSE OF GAMES
http://www.cygnus.com/misc/kfjc/diamond

MUCOMO! RADIO
http://www.mucomo.com/radio/

ROCKTROPOLIS
http://www.rocktropolis.com

THE UNOFFICIAL SOUL COUGHING FAN PAGE
http://members.aol.com/soulcghfan/index.html

BILLIE HOLIDAY'S HOME PAGE
http://www.bart.nl/~ecduzit/billy/

JOAN JETT AND THE BLACKHEARTS
http://www.paston.co.uk/blackheart/joanjett/

PEEPS REPUBLIC
http://www.peeps.com/

CDNOW
http://www.cdnow.com

EUROPEAN FREE IMPROVISATION
http://www.shef.ac.uk/misc/rec/ps/efi/ehome.html

UNDERWORLD
http://www.fas.harvard.edu/~tremblay/uw.html

ELLA FITZGERALD
http://www.spcc.com/ella

VAN HALEN ENCYCLOPEDIA
http://www.sonic.net/~bradman/vh/vh.html

MICROCHIPS

INTERNET FONT ARCHIVES
http://jasper.ora.com/comp.fonts/Internet-Font-Archive/index.html

QUICKTIME CONTINUUM
http://quicktime.apple.com

THE WELL-CONNECTED MAC
http://www.macfaq.com/faq/Macintosh.html

HACKER'S JARGON FILE, VERSION 3.0.0
http://www.ccil.org/jargon/jargon.html

THE MOAN AND GROAN PAGE
http://www2.tsixroads.com/Moan/default.html

FREE ONLINE DICTIONARY OF COMPUTING
http://wombat.doc.ic.ac.uk/

INTRODUCTION TO PC HARDWARE
http://pclt.cis.yale.edu/pclt/pchw/platypus.htm

BUILD YOUR OWN PC!
http://www.verinet.com/pc/

JIM BRAIN'S COMMODORE PAGE
http://garnet.msen.com/~brain/cbmhome.html

MACINTOSH RESOURCES
http://www.astro.nwu.edu/lentz/mac/home-mac.html

PC LUBE AND TUNE
http://pclt.cis.yale.edu/pclt/

THE DARK SIDE OF THE MOON
http://rampages.onramp.net/ ~stevent/dsotm.html

INTERNATIONAL PGP HOME PAGE
http://www.ifi.uio.no/~staalesc/PGP/

MACINTOUCH HOME PAGE
http://www.macintouch/com/~ricford/

R.S.I. PAGE
http://engr-www.unl.edu/ee/eeshop/rsi.html

AMIGA
http://www.cucug.org/amiga.html

FATHER OF SHAREWARE
http://www.halcyon.com/knopf/jim

TAP — THE ADA PROJECT
http://www.cs.yale.edu/HTML/YALE/CS/HyPlans/tap/tap.html

FREE STUFF
http://www.zdnet.com/pccomp/filters/ free.html

TUCOWS
http://www.tucows.com/

ZINES

THE BLUEPENNY QUARTERLY
http://www.comet.chv.va.us/epubs/

BUZZNET
http://www.buzznet.com

THE MORPO REVIEW
http://www.morpo.novia.net/morpo

UTNE LENS
http://www.utne.com/

WORD
http://www.word.com

DISGRUNTLED
http://www.disgruntled.com/

MOJO WIRE
http://www.mojones.com/index.html

NETCHEF
http://www.netchef.com/

SALON
http://www.salon1999.com/

dEPARTURE fROM nORMAL
http://www.teleport.com/~xwinds/dfn.html

EUPHONY
http://euphony.com/euphony/

FACTSHEET FIVE
http://www.well.com/conf/f5/f5index2.html

NRV8
http://www.nrv8.com/

PHRACK MAGAZINE
http://www.fc.net/phrack.html

RIOT IN YOUR MIND
http://www.infobahnos.com/~one/

THORA-ZINE
http://www.eden.com/thora-zine/

STRANGEMAG
http://www.fringeware.com/

COMPLICITY, A JOURNAL
http://www.well.com/user/cheshire/

ENTERZONE
http://enterzone.berkeley.edu/enterzone.html

FREEDOM'S HOME PAGE
http://www.woodtech.com/~tknapp01/

URBAN DESIRES
http://www.desires.com/

VIRUS
http://www.creative.net/~phlen/virus/1v1.html

ADDICTED TO NOISE
http://www.addict.com

ANORAK
http://www.anorak.co.uk/

ETCH MAGAZINE
http://www.cris.com/~Etch/

THE MONTHLY ASPECTARIAN
http://www.lightworks.com/MonthlyAspectarian/index.html

WASTE L.A.
http://www.west.net/~wastela/

GUILLOTINE
http://www.cipsinc.com/jack/ guillotine.html

KGB MEDIA
http://www.kgbmedia.com/

SCIENCE-FICTION WEEKLY
http://www.scifiweekly.com/

SMOOTH
http://ucsu.colorado.edu/~boltax/

WELCOME TO THE BOMBSITE
http://www.bombsite.com/bombsite.html

THE CRASHSITE
http://www.crashsite.com/crash/

MR. MEDIA
http://www.mrmedia.com/mrmedia/

PLANET CHESS
http://www.planetchess.com/

YUSH PONLINE
http://www.ftech.net/~yush/

THE BASEMENT MAGAZINE
http://styx.ios.com/~dizzyman

BUNNYHOP
http://www.bunnyhop.com

LA RAFALE!
http://www.imaginet.fr/rafale/

LITERAL LATTE
http://www.literal-latte.com/

MOTEL MAGAZINE
http://www.cris.com/~Dactyl/motel.shtml

NWHQ
http://www.knosso.com/NWHQ/

PIXELFREAK
http://www.pixelfreak.com

RADIO & RECORDS (R&R) ONLINE
http://www.rronline.com

STONE WORSHIP DESIGN
http://www.ism.net/~swd/index.html

TV GUIDE ONLINE
http://www.iguide.com/tv/

BRITANNIA MAGAZINE
http://www.britannia.com

LOVING HENRY
http://www.jitterbug.com/pages/henry.html

ET CETERA

THE LOVE TEACHINGS OF KAMA SUTRA
gopher://wiretap.spies.com/00/Library/Classic/kamasut.txt

BLACKLIST OF INTERNET ADVERTISERS
http://math-www.uni-paderborn.de/~axel/BL/blacklist.html

JOBHUNT
http://rescomp.stanford.edu/jobs/

GREETINGS FROM THE NOTTES
http://cybercity.hko.net/Rome/mike.notte/home.html

NAIL'S CAVE
http://www.eden.com/~nail/

RANDOM

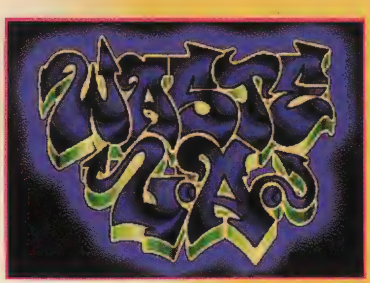
CYBERDIET
http://www.cyberdiet.com

FABRIC LINK
http://www.FabricLink.com

LILLIAN TOO'S HOME PAGE
http://www.asiaconnect.com.my/lillian-too/index.html

LUCY LIPP'S HOME PAGE
http://www.lucylipps.com

WITNESS
http://witness.org



AN OVERVIEW OF CABLE MODEMS

http://www.cablemodems.com/overview.html

Sick and tired of how slow Web pages seem to download even though you bought the latest 33.6 kbps modem? ISDN probably seems unbelievably fast, but next on the horizon is the coming generation of cable modems, which should be to regular modems what cable was to TV. This document details how cable modems are 1,000 times faster than regular modems and how they stack up against ISDN connections. It also explains how they are different in a very non-technical way, which is good because there's nothing worse than being teched-out by too much information.

Webmaster: webmaster@dn.net

★★★

CONCEPT PAGE

http://www.iconovex.com/ANCHOR/DEMOS/CRYPTO/SCAP1.HTM

For anyone with even a glimmer of interest in cryptography, this page—a huge list of articles with synopses for quick selection—is a worthwhile destination. Some of the issues discussed include national security as well as how developments in cryptography affect the "average Joe-Six-Pack" Web surfer. The Concept Page also includes articles about the current status of the debate between the computer industry and the government, with regard to keeping secrets on the Internet. Issues such as exporting software and information to other countries with little or no legislation and limiting the spread of computer terrorism are just a sampling. This is a must-read for anyone absorbed in this hotly-debated topic.

Webmaster: Concept Page

★★★★

CRYPTOGRAPHY

http://web.calstatela.edu/faculty/hwarren/a503/cryptogr.htm

With a medium level of difficulty, this site probes into the mysteries of cryptography. The FAQ addresses netiquette, basic cryptology, mathematical cryptology, product ciphers, public key cryptography and digital signatures references—all topics which we are dying to know more about. Of interest are the origins of ciphers; Julius Caesar used to shift all letters up three spaces to code his messages. This resource, an extension of the Accounting 503 course at Cal State, features many hard-core tips about self-encrypting, also, complete with references.

Webmaster:hwarren@calstatela.edu

★★★★

DOUBLE CLICK

http://www.doubleclick.net

This is an advertising site with a hook. Their advertising banners have four categories: standard, test campaign, barter and public service. The idea is that Double Click has all sorts of information, stats, if you will, about people surfing the Web—things like operating systems, when/where they surf and buying habits (this is accomplished by writing on the surfer's hard drive, but that is another story altogether). They use this database to help advertisers target their very specific audience. Doubleclick's tracking and snooping techniques have met with hot controversy; is this an invasion of privacy, or simply refreshingly, well-tailored marketing?

Webmaster: bnamar@doubleclick.net.

★★★★

NETSCAPE WORLD COOKIES

http://www.netscapeworld.com/netscapeworld/nw-07-1996/nw-07-cookies.html

This little ditty explains both the legitimate uses of and the obvious security concerns surrounding cookies. Basically, a cookie is a file installed on the user's hard drive with information about the domain of the server giving the cookie, the value of the cookie and the name of the cookie. The next time an HTTP location is visited, the user's browser hands cookies to the server and updates the information. Each Cookie Jar can hold up to 300 cookies with the least recent ones thrown away. (Yes, this is referred to as "tossing one's cookies.")

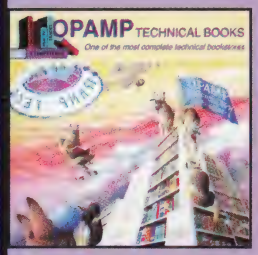
Webmaster: webmaster@netscapeworld.com

★★★★

OPAMP TECHNICAL BOOKS

http://www.opampbooks.com/

Trying to build your own laser or microphone preamp? Well, this is a pretty well-stocked electronic bookstore, with all sorts of titles for the amateur and professional technician (or terrorist). The cool thing is you can shop the aisles of OPAMP without ever having to leave your computer. All books have a brief description and price listings as well. Based in Los Angeles, OPAMP serves the international market, corporations, librarians and also the government (they aren't messing around). They even provide a telnet site for more information (in case the user happens to be a self-aware android).



Webmaster:opamp@netcom.com

★★★★

ROBOTICS, TELEPRESENCE AND VIRTUAL REALITY SURGERY IN THE YEAR 2000

http://www.ito.darpa.mil/Symposium94/Presentations/satav02.html

A person in Japan being operated on by a doctor that is in Baltimore? Well, it *is* possible, and this site has information on how it has happened. They can rebuild him, they have the technology, they can make him better...faster... stronger than he was before and all through remote technology. Although this is a techie site, it can apply to virtually (no pun intended) anyone who might have an x-ray or some operation at some point. Does that mean that doctors will soon be telecommuting?

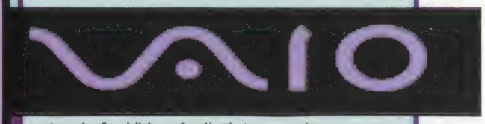
Webmaster: Webmaster-ito@darpa.mil

★★★★

SONY VAIO

http://www.sel.sony.com/SEL/ccpg/pcvaio.html

Just when you thought that Sony would stick to Walkmans and stereo components, they come out with their VAIO line of computers. For high-end users, the acrostic



stands for Video Audio Integrated Operation, meaning that it is a fully-equipped multimedia computer. Included in the package is a stereo system, 8X speed CD-ROM drive, a 166 or 200 MHz Pentium processor, 28.8 kbs fax/modem and much more. Plus the computer comes in a sleek Darth Vader style black box that looks very cool. Whether Compaq and AST are perspiring is another story. This site is a pandering sales page, but you probably will learn something about the technology from it.

Webmaster: Sony

★★★

USING CREDIT CARDS OVER THE INTERNET

http://www.ee.uts.edu.au/eeo/courses/pg/ise/homepages/hmpgs96a/mstangdell/paper/paper4.htm

Trying to get more information on how to do credit card transactions (and make money) over the Internet? Well, this little listing has all sorts of data on encryption, transactions (simple and complex) and passwords (public and private). It includes some of the latest breakthroughs in this hot area and explains them simply, with features such as, how secure a transaction can be if both buyer and seller notify the credit card company at the same time (it also prevents the seller from cheating the customer). Hard-core terms such as symmetric key and sniffers and also ways of deterring would-be thieves are some examples of the content you'll find here. Textual.

★★★★

Webmaster: martins@elixir.e.kth.se

USNO MASTER TIME CLOCK

http://tycho.usno.navy.mil/what.html

Trying to cause a subterranean explosion somewhere in the Mid West but need an accurate time source to calibrate the weapon? Well, why not refer to the U.S. Naval Observatory Master Time Clock? It has accurate time for Eastern, Central, Mountain and Pacific zones as well as for many other cities worldwide. Synchronize watches with pen pals from New Zealand to Beijing. There is even an option to have one of the many clocks installed on your home page, further adding to the time it takes to download. Of course, bookmarking is always a handy way to refer to this page, but JAVA is recommended. Textual.

★★★★

Webmaster:mattw@worldwidemart.com

CINDY CRAWFORD CONCENTRATION

http://www.facade.com/Fun/concentration/

Remember Concentration? The game where you try to match up pairs of cards? Here's a concentration game featuring Cindy Crawford, made specially for her. The author claims this game is harder than the traditional game since the more Cindy you reveal, the harder it is to concentrate. The pictures on the cards

are "inspiring," but they didn't stop me from solving the puzzle. Now if Cindy popped out of my computer begging to marry me, that would be a different story.

Webmaster: Jonathan Katz

★★★

CHUCK WOOLERY

http://www.homeandfamily.com/chuck.html

Chuck Woolery is one of America's most beloved game show hosts. He was the original host of *Wheel of Fortune* and *Love Connection*, but now co-hosts the wholesome *Home and Family* show, which is not a game show at all. Not only can you read his official biography and view handsome publicity shots of the Matchmaker himself, but you can e-mail him too. Write and demand to know why he turned his back on our country's lonely losers!

Webmaster: International Family Entertainment, Inc

★★

DEFOREST KELLEY

http://www.erinet.com/kilroy/sarah.htm

Dammit Jim, I'm a Doctor, not a Webmaster! Although plagued by a few technical glitches, (I couldn't read the page's text over a busy background texture), this site, dedicated to the actor DeForest Kelley, is a true labor of love. Not only does it list all of the *Star Trek* star's TV appearances, movies and poetry writing credits, but it features some heart-wrenching stories. The most vivid of these is an unapologetic fan's account of how DeForest started his writing career—all told as she washes his star on Hollywood Boulevard. She's out of her Vulcan mind!

Webmaster: Sarah Kilroy

★★★

THE HULK

http://www.scifi.com/hulk/

The '70s TV show, *The Incredible Hulk* is on the Sci-Fi channel, but only in Europe. They provide a complete list of all of the episodes that are going to air for you if you're planning a trip to Paris sometime soon. But you don't have to leave your room to appreciate the site's best feature. When you poke the picture of Bill Bixby, he slowly turns into a very green Lou Ferigno. Right before your eyes! If you click on Lou, watch out, he lets out a monstrous roar. You'd get angry too if someone kept poking at you.

Webmaster: dominion@www.scifi.com

★★★

JERRY GARCIA ASSASSINATION

http://LAS.alfred.edu/~combeff/garcia/

As any Deadhead can tell you, Jerry Garcia died on July 9, 1995. What they probably don't know is that Jerry did not die of natural causes. Brutally gunned down after his final performance at Soldier's Field in Chicago, the site's damning text and sound files point to a cover-up that reaches into the highest offices of power—and beyond. If Jerry's zombies weren't too stoned to hold a camera straight (or even have one at all), this might have been a visually arresting site as well.

Webmaster: Paul Ford and Steven Pav

★★★

SAFFIE AND DAPHNE'S ANTI-KATHIE LEE HOME PAGE

http://www.psg.com/~mimi/personal/kill-klg/

Saffie and Daphne hate Kathie Lee, and they're not alone. According to a poll conducted by Hotwired, the Sweatshop Queen is the third-most hated person in America right after Newt and O.J. Why is this chipper side-kick so reviled? This collection of rants isn't quite as virulent as you'd expect, but still provides a clue. And if that doesn't convince you, maybe a transcript of the *David Letterman Show* where she calls *X-Files* star, Gillian Anderson "loose," will.

Webmaster: mimi@psg.com

★★★

LIST OF DEAD PRESIDENTS

http://www.csn.net/~mhand/Presidents/

Manus Hand visited the gravesites of every dead president, save four, and has the pictures to prove it. See photos of Manus in front of the final resting places of our former great, not-so-great and totally forgettable leaders. Packed with sounds, archival data and links to sites dedicated to each former White House resident, this site is simply brilliant. How can you not be titillated by the idea of listening to JFK's inaugural speech, while staring at a picture of a geeky tourist by the Eternal Flame? Visit this digital mausoleum!

Webmaster: Manus Hand

★★★★★

MARKY MARK

http://www.markymark.com

Marky Mark is that dope white rapper who came straight out of Boston and into his

underpants only a few years ago. But don't write this brother-of-a-New Kid off yet. Mark Squared hasn't totally disappeared from the cultural barometer. Not only will you find pictures, a discography and a way to contact this cat—you can read about his latest celluloid adventure with Burt Reynolds in which Marky plays a porno star with a 13" penis (only a prosthesis).

Webmaster: webmaster@markymark.com

★★★

PHILIP K. DICK

http://www.users.interport.net/~regulus/pkd/pkd-int.html

Ever get the feeling that the world is filled with robots that turn off when you're not around? Or that God was actually an alien satellite orbiting the Earth? Philip K. Dick did, and he put it all down in his bizarre science fiction books. This WWW FAQ contains all you need to know about a man who conceived hundreds of speed-induced, warped tales that continue to haunt us 14 years after he left planet Earth.

Webmaster: Walter Flaschka

★★★

SLEESTACKS

http://www.duc.auburn.edu/~meecedw/sleestack.html

The Sleestacks, in case you don't remember, are the freaky rubber-suited beings-from-another-time that haunt Sid & Marty Krofft's *Land of the Lost*. These enigmatic lizard people left an indelible impression on the

brain of anyone who watched the show when it first came out. This site, with an essay by the author, and a place to leave comments of your own for others to share, is an electronic homage to those forgotten villains. Move some colored crystals around your stony computer and take a look.

Webmaster: Darrell Meece

★★★★

SPINAL TAP

http://www.spinaltap.com/

Spinal Tap's Official Home Page provides you with the latest rumors, press releases and messages from the members of a band that only sort-of exist. First introduced in Rob Reiner's 1984 mock-rockumentary, *This is Spinal Tap*, this fictional band has taken on a life of its own with a follow-up album and an upcoming world tour. While the original film is a masterpiece, their "official" site is not. Not even very funny. While fans of the band would like to know what's up with the band, this site only goes up to about a five, not 11.

Webmaster: webber@spinaltap.com

★★★

WEIRD AL

http://www.loop.com/~bermuda

Could there be a Webmaster of a site dedicated to "Weird" Al Yankovic with more inside perspective than the man who sits behind him every show? Bermuda Schwartz is Al's drummer and his Web site is filled with the band's latest news, tour dates, discography, Billboard chart positions and every set list ever. Bermuda's comprehensive photo collection will have any fan crying with joy. Although it's more thorough than "weird," this is the best Web site for Al-heads anywhere.

Webmaster: Bermuda Schwartz

★★★★

THE ZONE ONLINE
http://radiozone.com
If you're part of the mainstream population, and survey says you probably are, you'll have to check out The Zone. The hippest, swankest and newest in mainstream culture comes into the Zone. Within the site, you have the chance to sample some of the better tracks in current rotation, get "The Poop" on what's the current buzz around Sacramento or zip through the action zone or brain drain (definite "must-see" culture). An extra bonus is the review section, piping in current thoughts on what the music world is up to and how the Zone's squad is digging the moves of the industry. Great graphics, strong downloadables and overall a great vibe.
Webmaster: ESSE-New Media Communications
★★★

CITI:ZEN
http://207.104.46.102
Based in Sacramento, the Citi:Zen Magazine group is extremely devoted to getting the word out about the low-down in the music scene. Their reach is everywhere, from the mainstream/alternative of Beck and Garbage to the popular Everything But The Girl and De La Soul, even to the ultra underground rave scene. The best thing about it is that they make the tracks available via RealAudio (is there any other?). It's extremely strong content-wise and will broaden your mind for music. I especially love the Shockwave intro. It's quality...the quicker downer-loader.
Webmaster: Citi:Scape Media Services
★★★★

DR. FREECLOUD'S MIXING LAB
http://www.drfreeclouds.com
Everyone who thinks that they're anyone in the raving scene has heard of Dr. Freecloud. He and his 303 have been making history across the world for forever and a day. Based in L.A., the good doctor's site is a great place to start if you're looking for anything associated with the night and the bass-thump. You can check out the Lower-Left-Coast's dj-talent, do a little listen and dance and come on down the freeway for a grand ol' time. More than anything though, this site should be recognized as a great place to learn more about what the rave scene was built for...enjoyment. Great graphics and slick presentation rounds out an altogether lovely time. Take a seat and live a little.
Webmaster: drfree@drfreeclouds.com
★★★★

INTERJUKE
http://www.interjuke.com
This is one of the most fantastic Web-based listening posts I have yet to see. Amply dubbed, "Interjuke," this site boasts the title as the largest single RealAudio conglomeration in existence. But, unlike some other sources, Interjuke allows you to browse an entire CD prior to an optional online purchase. This is pretty much unheard of! Not only can you check out some of the most popular mainstream/alternative hits, you can venture into classical, jazz, blues and even current techno/house releases. Great spread, well thought out execution and above all, a snazzy name. You don't need Mikey to eat this one up.
Webmaster: Interjuke
★★★★

MERCURY REV
http://www.sony.com/Music/ArtistInfo/MercuryRev/index.html
It's really too bad that these folks don't get more support from Big Daddy SONY. The page concept is great, the band is very talented, but the exposure, for some reason, has thus far been minimal. However, the site is stellar. This is the first virtual marketplace for viewers to pick and choose what they need to completely enjoy their visits. There is every possible downloadable plug-in, from Audio to Video to VRML. To top it all off, the material that you can grab is super. Take a break from the doldrums and visit this site. You won't be underwhelmed.
Webmaster: webmaster@sonymusic.com
★★★★★

MUSIC INTERACTIVE
http://musicinteractive.com
It's an old—but great—concept. Make a community of musicians that can all work together, grow and better the music world. The Web is a super place to do so. The ability to link up with people of all types of talent, temperament and conviction and compare musical notes, is one of the individually most appealing aspects of the Net for musicians today. This is a fantastic conduit. No matter what you're into, you can probably foster some ideas here. From MIDI files to audio bytes, forums to contests, this site is as rewarding as you want it to be. If you're interested in the music industry, check this site out. It's time well spent.
Webmaster: Baudway Communications
★★★★

PAVEMENT
http://watt.seas.Virginia.EDU/~wsc4e/pavement/
We visited "the watery domestic page," a paean to indie band Pavement, on the recommendation of their label, Matador, who cited this site as the best Pavement page around. They were right. The elegant design, ethereal graphics, clean functionality and sheer depth

of the place make it a joy to research the band, described by their drummer as a bunch of "sugar-damaged kids." Are they art rock, brilliance, noise, or rich kids gone to seed? It's a point well worth arguing, and you'll find all the supporting material at this splendid site.
Webmaster: Scott Caligan
★★★★★

SCHOOLHOUSE ROCK
http://iquest.com/~bamafan/shr/
Oh my gosh, this is such a silly site. As a kid, I used to spend much of my time watching ABC cartoons (great childhood, eh?) and every time one of the Schoolhouse Rock segments would come on, I'd almost wet my pants. They are just so great. This site is a wonderful testament to the energy behind SHR and it lets you take great little trips down memory lane. Mac-based Sound=App files of "Grammar Rock," "America Rock," and my personal favorite, "Multiplication Rock," all bring smiles to people's faces. It's a great site, an easy read and not too complex, so adults can enjoy it as much as kids. Most of all, it's old-fashioned fun.
Webmaster: Brent Metcalf
★★★★★

THOUSAND WORDS
http://www.thousandwords.com
This is a stellar peek at the exciting world of raving and nightclubbing in the United States. Based in Chicago, the kids at *Thousand Words* have, and continue to bring, the club and rave world to the fortunate cyberravers via their fingertips. From first sight, you're pulled into the pictorial of people having a blast, dancing and doing what they love. The only problem I had with the site was that it does not have audio or video. But, from what I've heard through the grapevine, this will be remedied really soon. If you want a great look into the world of the rave and house clubs, check it out.
Webmaster: Thousand Words
★★★

UNDERNEATH THE STARS WITH MARIAH CAREY
http://www.mdc.net/~hayes/index.html
This is the greatest thing since sliced Wonder Bread. We all admit that Mariah is a cutie, but this guy has gone over Niagara and built an e-shrine for the pop singer. Technically, the site is great. There are downloadable video and audio bytes, detailed info about the feline musician and links to more Mariah-associated sites. The best is when the intro page initially finishes loading. A sound byte comes in, bringing a tear to the eye (interpret this for yourself.) Highly recommended whether you dig the chick or not.
Webmaster: hayes@mdc.net
★★★★★

THE ALAMO

http://numedia.tddc.net/hot/hillcountry/sa/alamo

"Five hours that changed history," states the intro to this Web page dedicated to the Alamo. The FAQ contains questions such as, "Did they wear coonskin hats?" and "Was Davy Crockett captured?" which dispel some of the myths about this historical event. Curious about the body count? The approximate death toll is explained as well as who was captured. Of course, what's a historical Web page without a chronology? This site has one. The list of Alamo defenders honors those who gave up their lives so the United States could gain Texas as a state. (Any comment placed here would likely be viewed as insensitive.) Also includes the Alamo search engine. What a riot.

Webmaster: nuMEDIA@tddc.net

★★★

BIOGRAPHIES OF NOTABLE MARXISTS

http://www.idbsu.edu/surveyrc/Staff/jaynes/marxism/bios.htm

No Groucho or Harpo to be found here; this is about the political movement founded by Karl Marx. From Mao Tse-Teung to Fidel Castro (who's perhaps appreciated more for his country's cigars than his politics), many major figures are included here. Copy the photos of Joseph Stalin and Ho Chi Minh and e-mail them to friends that are seeking out a new political stance. Female Marxists are also included here. Discover the biography of Rosa Luxemburg and her influences during World War I. Why not be a Bolshevic and read *Pravda* while you're at it?

Webmaster: jjaynes@micron.net

★★★

JAMES JOYCE

http://www.st.rim.or.jp/~tokunou/joyce.html

This is a hub site to all sorts of links about stream-of-consciousness author, James Joyce. Break out the bottle-cap eyeglasses and read text and e-text about *Ulysses* and *Finnegan's Wake*. *A Portrait of the Artist as a Young Man* details the early life of Joyce and Dubliners also uncovers historical details about his dynamic life. This site connects to other Joyce pages and FTP sites, as well as reading groups. There is even a thumbnail sketch of the author that can be copied and put on all your letterhead, while your vision deteriorates to the point that you can only write one word per page.

Webmaster: okunou@st.rim.or.jp

★★★★

TIMOTHY LEARY'S HOME PAGE

http://www.leary.com:8081/

Hanging out here is the closest to fraternizing at the Leary bungalow that many non-L.A. residents and non-cybersocialites will ever get. This site is a virtual tour of the Leary learning (party) center, ie. Leary's house, from the Library to the De-Animation room, or bedroom. You can check out Leary's favorite books, films, art and drugs, all the while getting a first-hand education of technology, culture, politics, new media and more—Leary style. This award-winning site offers more than Leary's writings and a tribute to the late pedagogue. It contains a well-maintained, frequently updated listing of news and events Leary followers will appreciate. Don't miss the Leary chats. Rest in peace, fair father.

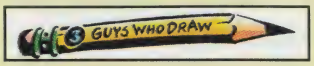
Webmaster: Chris@leary.com

★★★★★

THREE GUYS WHO DRAW

http://www.3guys.com

These three amigos have created a Web site to showcase their drawings and cartoons. The cartoons on the home page are funny, but not updated regularly. The real feature here is the



daily Web Opera titled, "Meanwhile: Three sub-plots in search of the larger picture." Radio Bravo, Power Lust and I.D. Check are the three ongoing comics that follow characters through pleasure-seeking, identification-finding and life-fulfilling adventures. The illustrations are well-drawn and accompanied by text. Everyday, we pay to read newspaper cartoons that are a fraction as entertaining as "Meanwhile," when, in fact, we should be reading this free Web Opera and saving our money for something useful, like more Cheetos.

Webmaster: John Blair Moore

★★★★★

UNDERGROUND

the webbed companion to Internet Underground.

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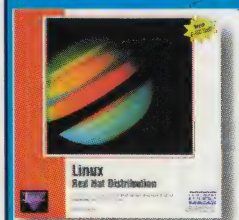


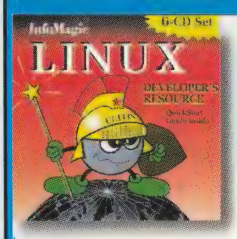
Red Hat 53872

RED HAT LINUX

by Workgroup Solutions

Red Hat Linux is an easy to install, easy to configure version of Linux. This is an inexpensive set for those specifically wanting Red Hat. It's package installation tool makes it one of the better Linux products available.

$13



6 CD Set 53706

LINUX 6 CD SET

by Info Magic

Linux Developer's Resource 6 CD Set is the most complete CD Set available for Linux enthusiasts. This CDROM set is packed with archives of Linux materials. Includes Slackware 3.1, Red Hat 3.0.3, Debian 1.1, JE Kernel Sources & XFree86 3.1.2.

$13

CODE 112

ACADEMY OF MOTION PICTURE ARTS AND SCIENCES

http://www.oscars.org/ampas/

In simple terms, the Oscar guys. Everything you ever wanted to know, or didn't, about the Academy awards but were afraid to ask can be found here. Learn about the Student Academy Awards, Nicholl Screenwriting Fellowships, film publications (some online) and various other programs all related, somehow, to the organization that hundreds of actors, actresses, directors and the like prostrate themselves to each year. Dig around in the archives if you want to really be entertained. The photo archive is rather limited, considering the paparazzi potential, and the format is dull, but well-organized. This site does not have all the glitz and glamour you might expect, but at least it gives you some information, albeit limited in value. Unlike the limo stop at the awards show itself, this site is not going to turn any heads.

Webmaster: ampas@ampas.org

★★

ARG CARTOON ANIMATION STUDIO

http://artie.com

These award-winning developers of animation for TV, movies and Web pages give you a taste of their design style on this Web site—created to function as a virtual portfolio. Their Web page is really enjoyable and definitely "off the beaten path" as far as animation sites go. This amusing site contains 3-D images, the ARG kids page (cartoons and animated shorts), a great selection of animation cels online and links up the wazoo! You can also download a number of demos here. Don't forget to visit the totally cool cel gallery. This site is a lot of fun and you'll be amazed by the progress of animation on the Internet. Highly recommended for Webmasters curious about animation, as this brand of art could easily be the next big thing.

webmaster: arg@artie.com

★★★★

CYBERSPACE FILM SCHOOL

http://hollywood.com

The Cyberspace film school is presented by the Hollywood Film Institute and is loaded with information about producing your own film, writing screenplays, getting involved in motion pictures and other screen-related topics. The site professes that you will be able to find an agent, contact a movie star or even sell your script by using its resources. We don't know about that, but it is a "must see" site if your plans include a trek to Hollywood. Also included is a section titled "100 Steps of Filmmaking," that doesn't start with "buy this book." The "Hollywood Bookstore" (packed with lots of filmmaking and Hollywood titles), "Ask Mr. Hollywood" (an e-mail response to your questions), guild and union membership information and last, but not least, "The Money Power Directory," which is truly beyond words.

Webmaster: filmschool@hollywood.com

★★★★

DEFIANT EUROSAT

http://www.eurosat.com/

The title doesn't tell you much, but this site is about the latest news in the satellite TV hacking world. Information about nearly all of the known pirate cards and decoders being used in the hacking world today is included in decent detail. These guys are serious! You can join their free mailing list to keep abreast of breaking news concerning federal regulations, laws, fellow hackers and other general product info. This site is not just an information source; you can purchase Echostar and other brands of receivers online here as well. Cool software that relates to satellite hacking is also available. A real bonus is that new encryption keys are posted online every couple of days, plus new categories and articles are added on a regular basis. People want the information and details this site offers. Good work.

Webmaster: defiant@paranoia.com

★★★

ENN BACKSTAGE

http://www.azc.com/client/enn2/back.htm

ENN Backstage is a good Webbed source for insider news, movie reviews, television, music and CD-ROMs dealing with entertainment. The ENN index of the entertainment industry is quite thorough and easy to use. All the news featured here about the buzz in film, radio, rock-and-roll, TV, computers, software, the Internet, videos, weekly zines and kids entertainment are frequently updated and well-maintained. You can also surf in to ENN "Nightlife" for local entertainment, concerts and news. Also, you'll find Billboard music charts, the "Rock Mall," Number One Hits, new music videos with RealAudio and lots more where that came from! The graphics and content on this site are decidedly impressive as well. If you can't find it here, a really good entertainment links page, as well as the ENN Search Engine, point you in the right direction.

Webmaster: scmetro@aol.com

★★★★★

FOX KIDS CYBER STATION

http://www.foxkids.com

Like the network itself, this is a super cool site for kids. Awesome graphics and audio capabilities are just the beginning. You can watch QuickTime movies, play games, request a song or even chat with other fans. All the big heroes of Fox network are here: Carmen Sandiego, Spiderman, Batman and Robin, Power Rangers and the X-Men. Outstanding animation and page construction with lots of kid-related content, for adults and young ones. The contests and quizzes held our attention, so it's likely they'll hold your kid's attention too. This site's not all fun and games though; there's an activities area that helps you with math and logic—go figure! The site is obviously designed to sell Fox morning programming for kids, and seems surprisingly low-budget, but in terms of content and entertainment, it's prime time.

Webmaster: dandu@focinc.com

★★★★★

THE HOLLYWOOD REPORTER

http://www.hollywoodreporter.com/

Where on Earth is Entertainment City, U.S.A.? Wherever it is, the Hollywood Reporter is sending the Web world news from it. Coverage of the New Media industry, film, music, television, international news and the one of a kind Hollywood Hyperlinks (extensive studio, executive and agent contacts) are some of the cool features this site displays. You can find professional and industry resources with the search tool, and rest assured, since the site is updated everyday, your information will(probably) be moderately current. This site is as connected as a Hollywood madam. The Hollywood Hyperlinks page is easily one of the most extensive contact lists we've found. If you want to do business in this town, Hollywood Reporter is a must! Graphics and layout are plain—nothing to write home about, but the links are worth their weight in Oscars.

Webmaster: help@hollywoodreporter.com

★★★

LASERVIEWS HOME PAGE

http://www.laserviews.com

This site is the online version of the paper magazine by the same name. The publication is dedicated to the laser disk format and the industry in general. Up-to-date news, street dates (release dates of new laser disks), "Featured Titles" (detailed analysis of upcoming films), "Dealers Corner" (for retailers and distributors of laser disks and equipment) and a spectacular laser disk links page are some of the many features here. Also, a special section dedicated to the movie studios that specialize in laser disk production, includes their addresses and phone numbers so you know exactly where to go for more info. Over 40 laser disk related links—equipment for retail and wholesale are also included. The site is moderately well done, with innovative graphics, but it's definitely a niche publication for the serious disk enthusiast.

Webmaster: laserviews@aol.com

★★★

MR SHOWBIZ

http://www.mrshowbiz.com/reviews/moviereviews/

Mr. Showbiz is a first-rate site that features great movie reviews, entertainment headlines, movie archives, "Coming Soon" (detailed descriptions of soon to be released films), the Reuters news wire, music charts, best-selling books and a fantastic entertainment search engine (if it happened in Hollywood, the search engine will find it). The site is so chock-full of showbiz and Hollywood happenings, it makes the most die hard of fans swoon. The format, graphics, color and overall appearance is excellent for this type of mass-information site. Links to most of the top movie and entertainment sites on the Internet are included.

Webmaster: editors.showbiz@starwave.com

★★★★★

File Edit View Go Bookmarks Options Directory Help

Netsite: http://Web_pages.we're_glad_we/can't.find!

What's New! | What's Cool! | Upgrades | Net Search | Net Directory | Newsgroups | Handbook

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Pepto Bismol Search

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- **Business and Economy**
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  No, we're not cheating you, the other .5 ounces
- **Other Uses**
  Bludgeoning device, Plasma Substitute, Stomach Relaxant, Mouth Wash, More
- **Nutritional Facts**
  99% Fat Free, 99% Cholesterol Free
- **Parody**
  Yahoo!, Kayo, Hershy's

Found 4 Matches containing **Pepto Bismol.** Displaying matches 1-4.

Strawberry Yoo-hoo!—oooh, so delicious, so soothing...

Bon Jovi Yoo-Hoo! Page—Musician Bon Jovi rocks out for his favorite Chocolate drink...

Village Inn Candle factory—Handmade candles, designed to look and smell like delicious Chocolate...

World War I Yoo-hoos—Naming themselves after their favorite Chocolate drink, these soldiers fought long and hard...

Yoo-Hoo graphic credit: Thomas R. Karlo

Howdy, man, come on in! What brings you by?

Have you seen that new search engine, DeVaca's People Watcher?

No, I...

Good. I wanted to see your face when you check it out. Although, come to think of it, I could have stayed home to do that...

Well, wait just a second, I'm uploading my CDA cyberfine from the FCC.

Again? What'd you do? I thought you took that nipple off your Web site.

I did. But I forgot the WORD, "nipple."

Bummer. Well anyway, check this out...www.peoplewatch.con.

OK, OK...here it is...DeVaca's People Watcher...sponsored by Philip Morris...now what?

Type in your name and city.

OK...wow, there are 10 of me.

Pick the one on your street.

Wha...! It shows my phone number! That's supposed to be unlisted.

Now click on your address.

Huh...cool looking map. Hey, my house is marked with a red X! What's this...'OverHead View'...my god! How'd they get this picture? A satellite?

You got it. Now zoom in.

It's just a close-up of my roof.

Now hit 'X-Ray View.' Now look up and wave to yourself.

GOOD LORD! That's us down there...right now! Oh, there's a slight delay. But it's way clearer than CUSeeMe! This is getting creepy as hell. I'm gonna line my roof with lead. You can even see what's on my SCREEN!

You can't buy lead without a permit, remember? Don't zoom into that screen too much, you'll get video feedback. And maybe you better get those illegal cigarettes out of sight—never know when They might be doing a spot-check. Now try 'Hear Audio.'

This can't be. Listen—that's us talking, about 30 seconds ago! ANYBODY could be listening and watching us...?

I think it uses your computer speakers or your fax machine as a microphone or something.

This is INSANE. It even has 'Replay This Time Yesterday.' What's all this crap...'List Recent Purchases'...'Arrests in Past Year'...'Medical History!'...and 'Voting Record!' How detailed does this GET? 'Firearms Owned?'... 'Mailing Lists and Organizations Joined?'...'Ex-Wives' Opinions?' This can't be!

I knew you'd freak out. You're so paranoid. Hey, it's the only way to fight domestic terrorism. You never know what those crazy Radical Right Liberals will do next.

Well hell. We can watch anybody on this thing, right? I'm gonna dial up the CIA Headquarters in Langley, watch the watchers back. Then Sen. Exon's office. I wanna see HIS porno stash. And George Bush's scrapbook. And Tipper's undies.

Forget it, dude, those are encrypted. National security. You don't want the Hackers Brigade shutting down Wall Street, it'd wreck the economy. Besides, if you even try to connect to Them, it'll flag their computers and you'll get audited by the IRS next month. Double-plus ungood, homey. Hey, your downloads box is ringing, better check it.

There's a cigar in there! Who would e-mail me a cigar as an attachment? Oh, here's the letter...'Dear Rev. Stang...Philip Morris Inc. (Langley, VA) congratulates you for discovering the many convenient uses of DeVaca's People Watcher. Please accept this U.S. Food and Drug Approved Tobacco Product as a token of our good wishes. (Smoking in nondesignated areas may be hazardous to your health.) Philip Morris, President Clole and Big Sister welcome YOU, REV. IVAN STANG, to the Brave New World Internet!'

Hey...if you can't beat 'em, join 'em.

Yeah, well... gimme a light, then. At least they knew my favorite brand.

by
Rev. Ivan Stang of
The Church of the
SubGenius

large

This is the last page of *IU* #13. We hope you have enjoyed it.

Maces in your back.
Boiling oil in your face.
Fire in your fields.

(Will the fun never end?)

LORDS II
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Use the mini-map to **plan** troop positioning.

Douse the enemy with **boiling oil** — but beware of flaming arrows!

Storm the castle using siege towers.

Break down castle walls using the mighty **catapult.**

When victory is imminent, use the **"Mop-Up"** tool to finish off the enemy.

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A sequel to the award-winning Lords of the Realm, this 13th century action/strategy game features challenging new tactics. A user-friendly interface. And real-time authentic battles.

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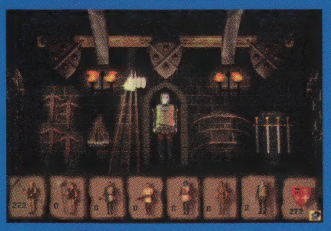

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